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No 72 APRIL 1991
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ZZAP! 64

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C64 • CONSOLE • AMI

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Playable demo and full review!

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THE MAGIC CANDLE
Classic RPG action!

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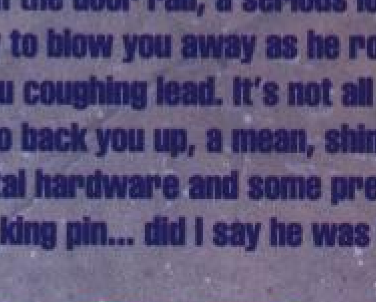


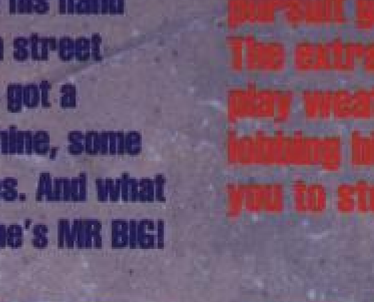
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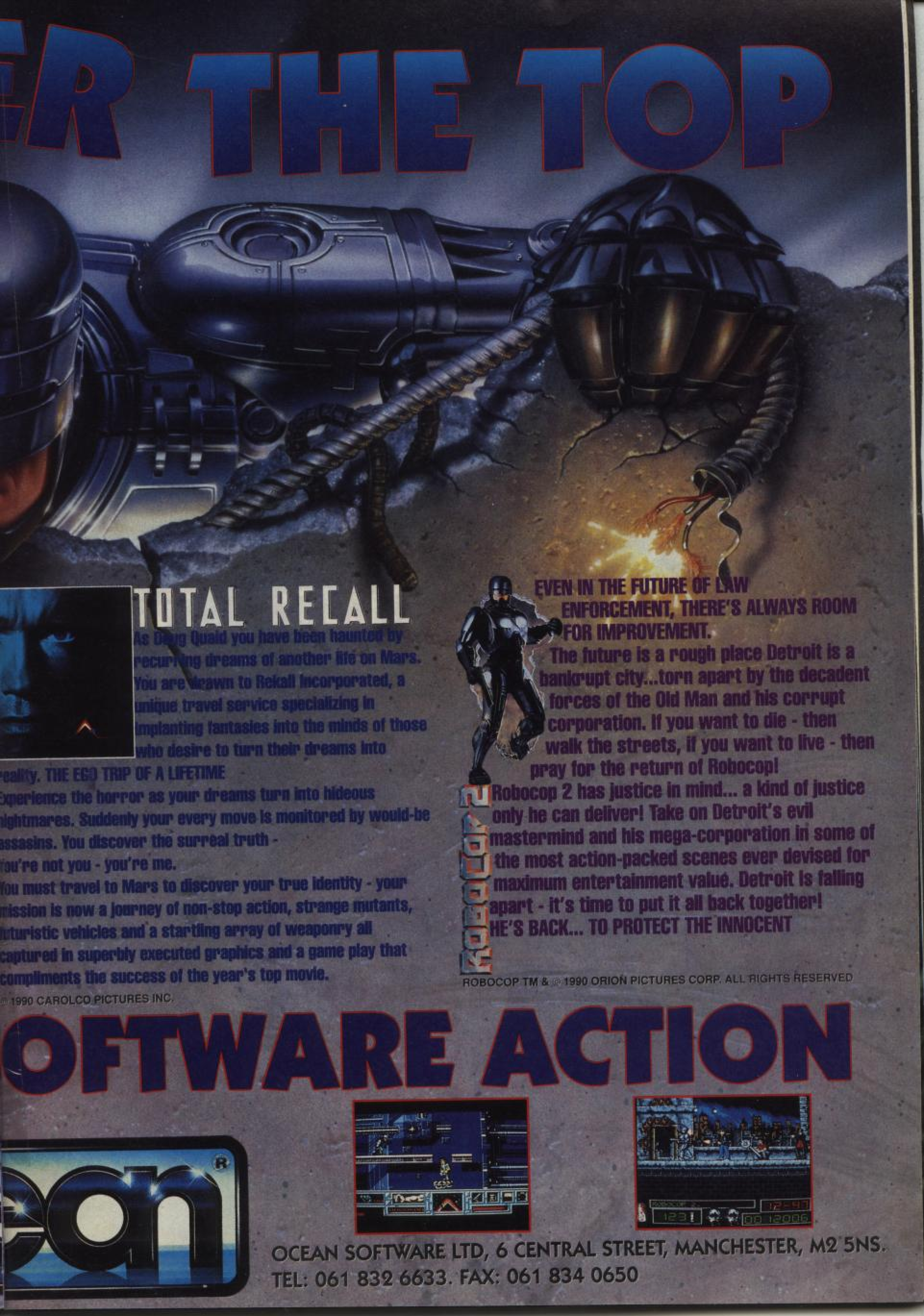
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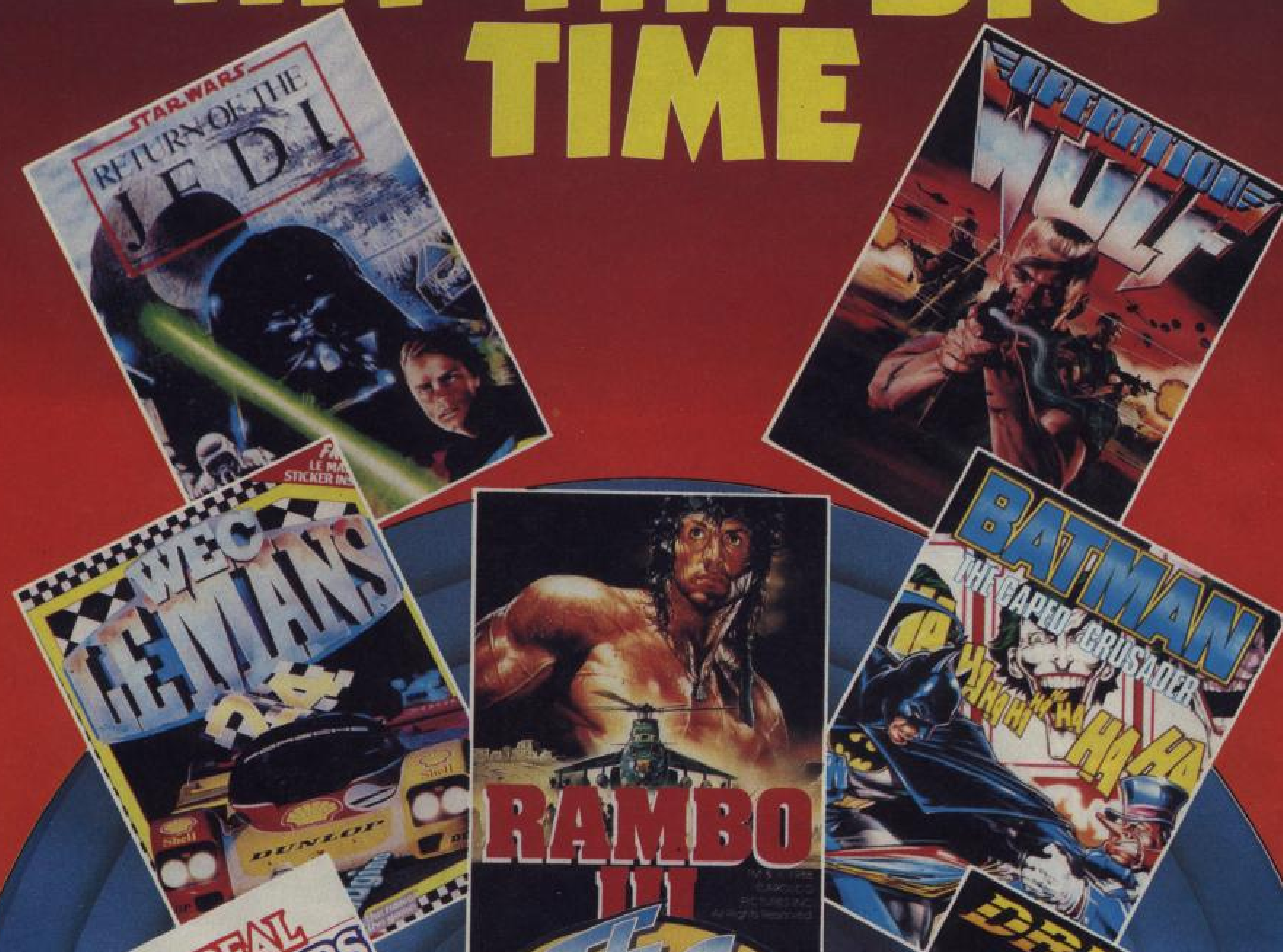




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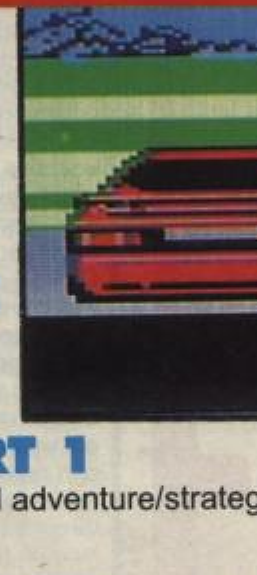
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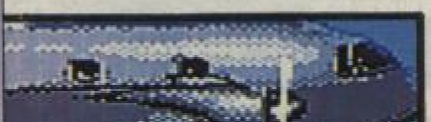
ZZAP!64/AMIGA

inside Z2





FUTURISTIC FEATURES



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competition rules
the editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. we'll do our very best to despatch prizes as soon as possible after the closing date. winners' names will appear in a later issue of zzap!. no correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop us a line at the normal address). no person who has any relationship, no matter how remote, to anyone who works for either newsfield or any of the companies offering prizes, may enter one of our competitions — and that includes Fuzzies.

the word april 1991





SYSTEM 3

Not content with US Gold's System 3 compilation, the London-based company has started work on its own version which will include *Flimbo's Quest*, *Ninja Remix*, *Vendetta* and *Myth*. The latter two games are going to be slightly tweaked to improve playability, with *Vendetta*'s enemy fight logic being improved while *Myth* is going to be slightly easier (especially the dastardly pyramid level!). The price is expected to be £14.99 and £19.99 for C64 tape and disk versions, with an imminent release date.



OCEAN'S CARTRIDGE ROADSHOW

Ocean's commitment to C64 cartridges is being underlined by 'Cartridge Power' days, taking place over the next few months at various retailers around the UK. Posters, competitions and suchlike are designed to emphasize that C64 cartridges work perfectly well with normal C64s (and C128s); not just the C64GS console. There's a widespread feeling among cartridge manufacturers that this message just isn't getting through and packaging will be emblazoned with stickers to point out you don't need a GS to play cart games. In addition to its new releases, Ocean is releasing Virgin's *Double Dragon* to bolster its own rerelease of tape games on cart: *Batman: The Movie* and *Operation Thunderbolt*.

AN APOLOGY TO MR HARRIES

Three months ago ZZAP! published an extensive interview with Cyberdyne Systems called 'Cybertalk: The Programmers Of *Armalyte* Speak Out!' In the interview a former member of the programming team, John Harries, was mentioned in an unfavourable light. We would like to make it clear that the views expressed in the interview were purely those of Cyberdyne Systems, and in no way whatsoever reflected the views of ZZAP! magazine. We would also like to apologise for any hurt caused to him by the publication of the interview which did not give him the opportunity of stating his own opinions. As our recent review of Mr Harries's *Helter Skelter* game makes clear, he is obviously a very competent programmer. We sincerely regret any implication that this was not the case.

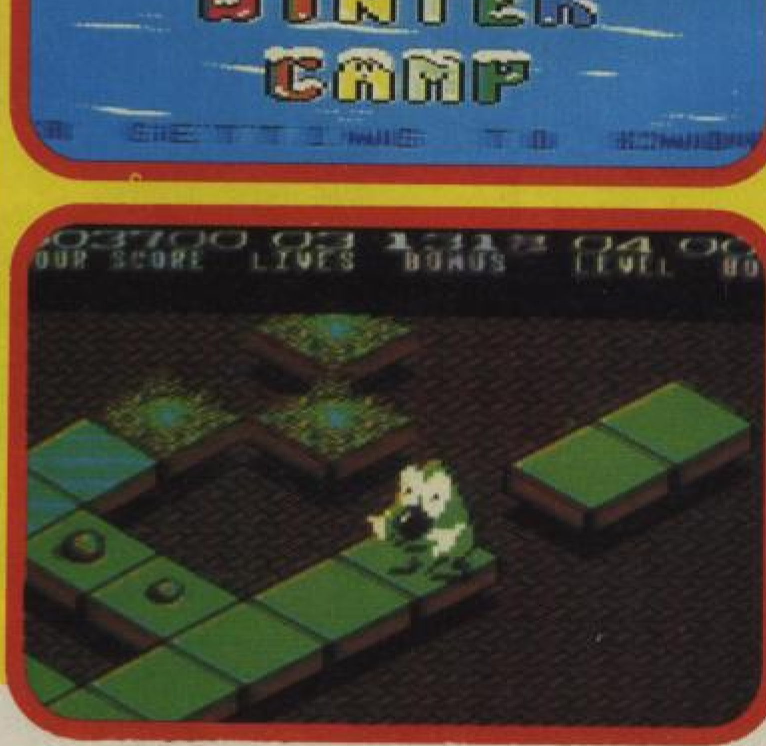
GOLDEN MEGATAPES!

ZZAP! Megatapes just keep getting better. After including a budget game of the year and Silver Medal winner last month (*Draconus*, 92%), for this issue we've got one of the best ever full-price C64 games. Imageworks's brilliant *Bombuzal* scored a massive 97% in Issue 44. Kati commented, 'Yippee! Yoohoo! Weyhey! Yeeha!', Paul Glancey called it a 'real gem', Maff said '*Bombuzal* is the best puzzle game since *Tetris*, and coming from me that's *good*!' while Kati calmed down enough to remark, 'It's cute, cuddly and absolutely brill!' 120 levels, a sophisticated password system, 2-D and 3-D views, plus one of the cutest computer characters around make this an absolutely irresistible game. Now's your chance to play it!

Also on this Megatape we have a playable demo of Imageworks's latest game, the superb *Back To The Future III*, a rolling demo of Thalamus's *Summer Camp* sequel — *Winter Camp*, and the graphically superb *Wizard Warz* from US Gold, a sophisticated RPG game.

Pretty hot, huh? Well hold on to your socks because there's lots more to come in 1991. We've got a Gold Medal and Sizzler from Andrew Braybrook, including what many think is the C64's finest game ever, plus loads more brill games, demos and other stuff too. ZZAP! just keeps getting better!





CYBERPUNK TV

A dramatic new computer game TV show is currently being filmed for ITV by Broadsword Television, the people behind *Knightmare* and BSB's *Satellite Game*. Called *Cyberzone* it draws inspiration from Virtual Reality, the computer-generated 3-D world which acts as an interface between computers and humans in cyberpunk SF novels, and now real prototype hardware. The basic idea of VR is to use a pair mini-TVs mounted in goggles to create a convincing 3-D illusion, with the graphics simulating everything from a walkaround imaginary building to WWIII. However true 3-D is a bit pointless for a 2-D TV programme, so instead huge videowalls are intended to create an overwhelming sense of 'being there'.



In the TV show two teams are pitted against each other. Each team consists of a 'warrior' and a 'guide' (or navigator) who control an impressively animated cyborg (or cybrenda!(?)) on screen. This 3-D character can walk, kneel, draw a gun and so on. Needless to say it isn't controlled by a mere Quickshot II joystick. Instead there's a 'mobility platform' which includes pressure pads to detect walking, running and so on, buttons on rails allow direction to be changed while sensors on the player's clothes show if he's kneeling and drawing a gun.

It sounds like the ultimate arcade game and the pilot episodes should be finished by March, with *Red Dwarf*'s Craig Charles as the host. The two pilot shows will be aimed at different audiences: one will go for a 14 to 16-year-old viewership while the other is aimed at the more lucrative 16 to 30-year-old audience. A prime-time *Cyberzone* could really show off what computer games can do — it's got to be better than *Catchphrase*! Sadly there are no plans to show the pilots on TV. However, if ITV gives the go-ahead a 30-episode series could be out in nine months' time.

Behind the scenes, slaving over the realtime 3-D computer graphics, are Dimension International — a sister company of Incentive. The people behind *Driller*, *Total Eclipse* et al were called in to develop their Freescape 3-D for the *Satellite Game* and have gone a long way since then. *Cyberzone*'s 3-D uses Superscape, a true VR package that will be going on sale around Springtime. Better start saving now though, the asking price is £20,000 including a superfast PC. *Cyberzone* itself uses five such PCs to generate two 3-D views, one for each team, plus an infinitely flexible perspective for the game controller or VR 'god'. Thankfully this state-of-the-art programme should be seen by a lot more people than the BSB game, with home computer games to follow.

In the meantime *Knightmare* is due to return to our TV screens for September. The basic format will remain the same, but the technical development continues with a dragon promised, allowing some flying sequences! Mindscape are currently working on a new computer game version, so expect more news on all these exciting developments soon!

SATANISTS SABOTAGE US FORCES!

After Ocean being incredibly generous with competition prizes for a *Navy SEALS* comp it's a pity the Satanic Film Planners managed to put in a Speccy screenshot. So here's another C64 pic to help rectify matters with the Sizzling game finally due for release now.



THE APRIL CHARTS

From Centresoft

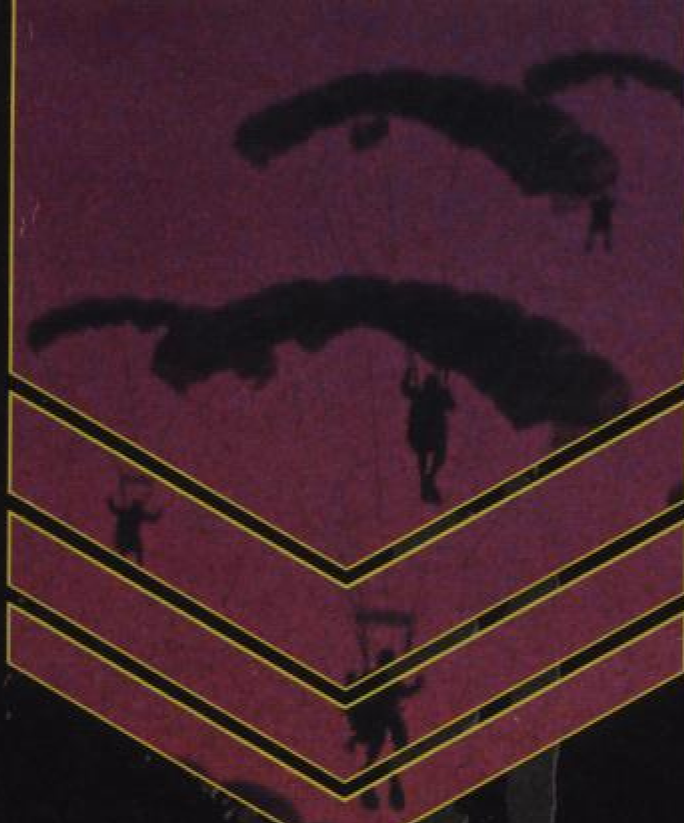
This month's charts come courtesy of Centresoft. The UK's number one distributors have kindly provided us with their top ten ship-out charts for the C64 and Amiga.

AMIGA

1. Lemmings.......(Psygnosis)
2. Speedball II.......(Image Works)
3. Final Whistle.......(Anco)
4. Z-Out.......(Rainbow Arts)
5. Hard Drivin' II.......(Domark)
6. MiG-29 Fulcrum.......(Domark)
7. Horror Zombies From The Crypt.......(Mirrorsoft)
8. Donald's Alphabet Chase.......(Disney)
9. F-19 Stealth Fighter.......(MicroProse)
10. Team Suzuki.......(Gremlin)

C64

1. Supercars.......(Gremlin)
2. Creatures.......(Thalamus)
3. Golden Axe.......(Virgin)
4. Dizzy Collection.......(Code Masters)
5. Hollywood Collection.......(Ocean)
6. Kick Off 2.......(Anco)
7. Flimbo's Quest.......(System 3)
8. Wheels Of Fire.......(Domark)
9. Turrican.......(Rainbow Arts)
10. St Dragon.......(Storm)

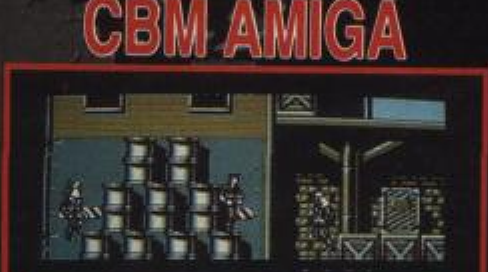


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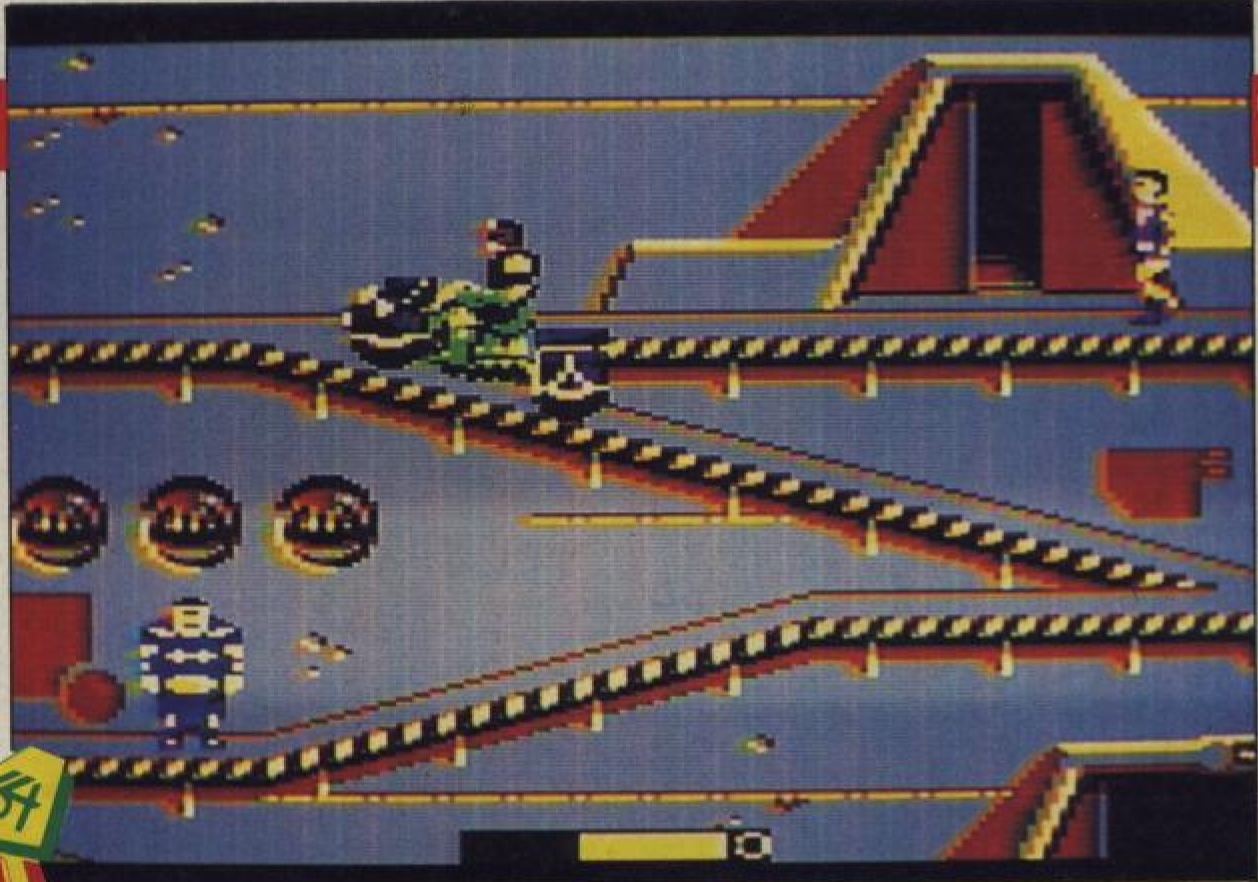






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★ Dredd uses his Lawmaster bike to get around more quickly. (C64)

JUDGE dredd

● Virgin, C64 £9.99 cassette, £14.99 disk; Amiga £19.99

The symbol of the '80s revival of British comics, Judge Dredd is the sort of character who wouldn't look out of place in *Speedball II*. In short, Dredd is psychopathic, brutal and bloodthirsty. His beat is Mega-City One in 2023, an American metropolis with a population of no less than 400 million. This authoritarian nightmare suffers a suicide every 45 seconds and an ever increasing crime rate — hence the judges who can administer 'instant justice' at the point of a gun. For the average citizen fear of crime and fear of this 'justice' are about even.

The computer game consists of six adventures. Each consists of a city block presented in side-on fashion with a maze series of platforms and ramps to explore. Dredd can move about on foot, or by bike if you press 'space'. The Lawmaster bike is obviously the fastest way to travel, but Dredd can't shoot from it. On foot Dredd is armed with a pistol which can fire ordinary bullets, homing missiles or a high-powered laser (which cuts through a whole line of people). The latter two have limited ammo and can be picked up; you can select missiles but the laser stays on until it runs out. This can be a problem when criminals get mixed up with civilians: every innocent you kill increases the crime wave bar — when this hits maximum it's game over. You can also die if energy falls to zero.

To complete a level, Dredd must find the four special objects scattered around — deactivated by walking by them — before heading for the exit. The end-level confrontation varies according to the adventure: on level one Dredd must leap from carriage to carriage on a food convoy, on level two a mad scientist must be shot, and level five features a jetbike chase.

The six adventures draw obvious inspiration from the comics: level two's Fibbs Lab and five's Blockmania are based on specific stories.



Random Access have done a string of good conversions so hopes were high for a licence like *Dredd* where they had freedom to develop some original gameplay. Sadly about the only mildly original aspect is the varied end-level confrontation subgames which, in the event, aren't that great. Worse, the main gameplay is so tedious and so difficult on the Amiga that Virgin have supplied a map showing the location of the vital objects. This map doesn't work on the C64, which is marginally more playable with a more controllable crime rate (on the Amiga it shoots up so fast a single mistake can be fatal). The C64 also has superior graphics and remembers the location of baddies when you switch between bike and man — on the Amiga the characters are scrambled so getting off your bike to shoot someone is often pointless (and extremely irritating!).



JD has been the only surviving character from 2000AD's early years and to my mind is as strong a character/image as Robo himself. Unfortunately, Virgin do have a habit of mucking up the licence, the first game failed miserably and the second barely holds its head above water, the simplistic gameplay not doing the game any favours. Different missions appeal with graphic and objective variety but there's a LOT of wandering around involved and it can an annoyingly long haul to get anywhere; make one mistake and that's it. For use of machine, the C64 game comes out on top: Dredd is a good looking sprite, the falling fatties are a laugh and the backdrops look slightly grimier/authentic than the 16-bit Mega City One — they just haven't tried on the Amiga. I enjoyed the C64 game because at least you are given a chance — the frustration factor of the Amiga game seems to be set to max and I'm not playing it again!

★ About to destroy a food dispenser, Dredd comes under attack from a kamikaze fattie. (Amiga)



C64

PRESENTATION 78%
Blocky cartoon-style screens when you die/call up bike etc, intro for each level and good multiload.

GRAPHICS 75%
Good Dredd sprite and backgrounds.

SOUND 44%
Basic spot FX and optional mediocre music.

HOOKABILITY 62%
Quite a bit of shooting makes for an appealing start...

LASTABILITY 48%
...but the repetition of gameplay discourages long-term play.

OVERALL 53%

For dedicated Dredd fans only.

amiga

PRESENTATION 58%
Same as C64.

GRAPHICS 52%
Mediocre sprites and backgrounds.

SOUND 32%
Mediocre tune and FX.

HOOKABILITY 48%
Tough to begin with...

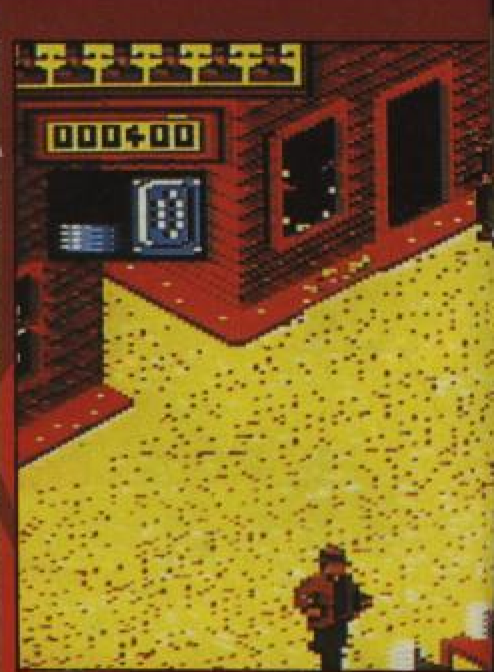
LASTABILITY 34
...and repetitive over the longer term.

OVERALL 37%

Another Dreddful game.

BACK TO THE FUTURE three

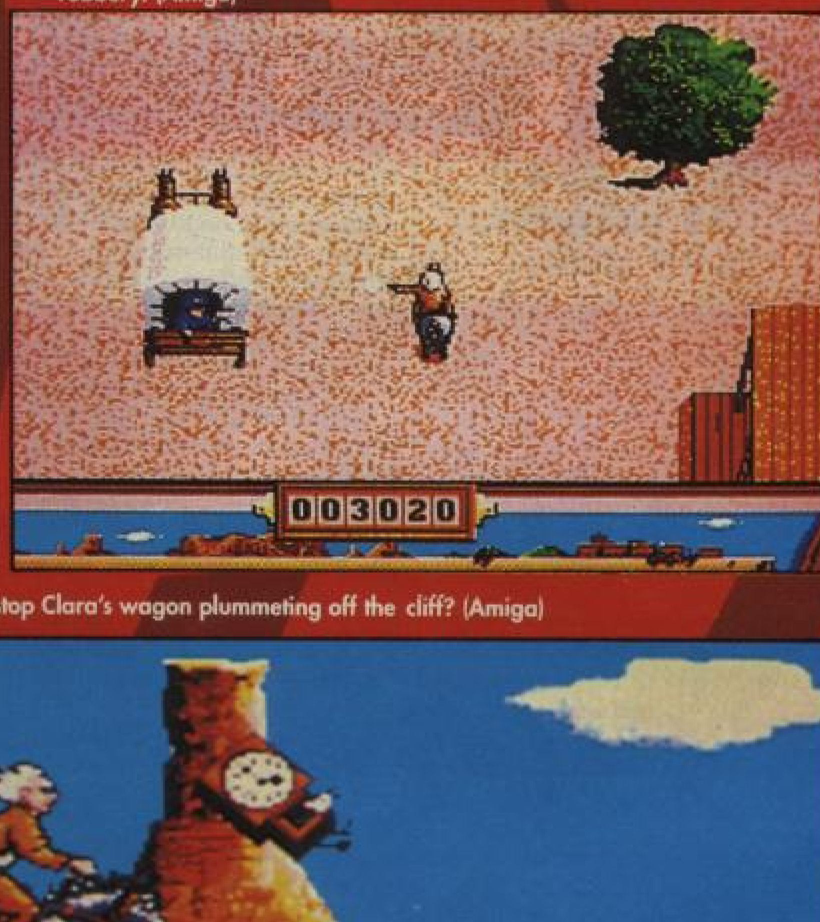
• Imageworks, C64 £10.99 cassette, £14.99 disk; Amiga £24.99





After inventing rock 'n' roll and altering the destiny of his parents in *I*, then changing his own future in *II*, Marty's final task is an altogether more romantic one. Fans of the series will remember at the end of *II* Marty is left stranded in 1955 when the De Lorean time machine is zapped by lightning with the Doc inside. It turns out the De Lorean was sent back to 1885 and the Wild West, where the Doc has found his true love — a teacher called Clara. Doc has written a note which is to be delivered to Marty telling him where he's buried the damaged car. Using 'modern', 1955 parts Marty fixes the car and is all set to return to the present when he discovers the Doc was shot only days after writing his note. Marty has to go back to 1885...

★ Level 1's wagon chase passes through town as Buford leads a bank robbery. (Amiga)



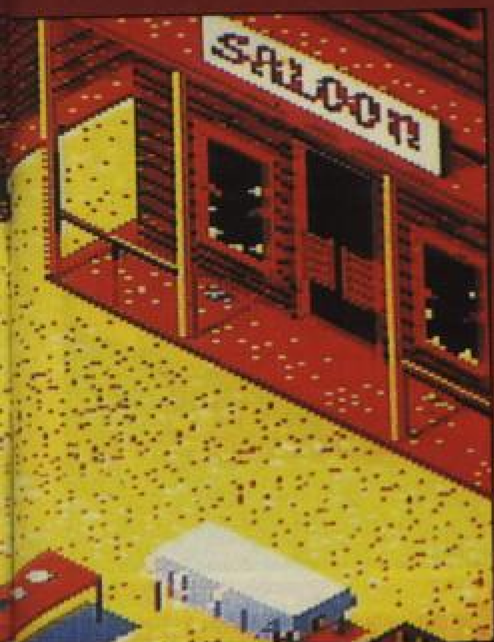
★ Level 1: Can Doc beat the clock to stop Clara's wagon plummeting off the cliff? (Amiga)



ROBIN

In line with its cinematic counterpart Part 3 is a whole lot better than Part 2 and, come to think of it, Part 1 too. Probe have brought together the relatively simplistic sub-games well to form an ongoing story, mainly through good use of atmospheric effects and generally good quality graphics. The changing background as Doc rides along on level one, the great gun samples in the gallery stage, the blind man (complete with shades-wearing dog!) walking through the middle of the chaotic plate fight — they're all neat effects on both polished versions which stand up as great licences as a result. Despite the fact that the movie plot has had to be reworked slightly to make for an exciting game and the simplest level in terms of gameplay — the shooting gallery — worked the best, I enjoyed it. It's a game with a sense of fun about it and it plays all the better for it. At last someone's made a decent game out of the *BTTF* series!





Thankfully the game isn't as complex as the plot — it's split into four multiloaded sections recreating key scenes from the movie, sort of. The first stage is where Doc saves Clara from going over the cliff edge in her carriage. The section flips between two views; the side-on perspective has the Doc galloping along on his horse, jumping over ravines and cacti, ducking boulders and shooting twirling tomahawks as well as any indians or cowboys sneaking up behind. Bonus points can be earned by picking up luggage dropped by Clara. After a bit of this the view switches to overhead with a vertical scroll. Cavalry and Indians are in heated battle and must be either avoided or shot. The action flips between the two scenes until Clara is saved, Doc loses all his lives or Clara goes over the cliff!



★ Another excellent intermission screen (C64)

Level Two is the shooting gallery scene, a static screen with you controlling the Colt .45 as various targets move past. Ducks, flying and swimming, are the main targets but there's also some cowboy figures, a decidedly modern soldier, a granny (!) and if you get all the multicoloured ducks there's a 'Generation Game' conveyor belt parody!

The next level sees real cowboys after Marty. There are six of them hiding in various buildings, popping out to shoot at Marty. He can move a long a diagonal line, throwing plates — three plates take out a cowboy.

After defeating the cowboys it's finally back to the present. The De Lorean has run out of fuel so a train has been stolen to speed it up past the critical 88mph. Marty starts at the back of the train and must make his way to the front, leaping between carriages, knocking down or ducking under various baddies and also picking up some special speed logs for Doc to throw into the furnace!

★ That's not what I meant when I said duck! (Amiga)





'*Back To The Future III* is an odd blend of sub-games, few of which are all that original, but being executed with such skill that the whole is rather more than the sum of the parts. The opening mix of side-on and overhead shoot-'em-up action is unoriginal, and not even the Amiga version has more than one layer of parallax scroll, but it's playable and substantial enough that the option to practise later levels is much appreciated. Level two is a static screen with a few moving targets, but Probe have polished it so that it really shines. The top-notch graphics and some hilarious little touches make it all very enjoyable. Level three is a lot trickier, with the 3-D taking some figuring out to get the plate throwing accurate, while Four is fun enough to make playing through earlier stages well worthwhile. *BTTF3* isn't quite a classic, but it's got lots of variety and playability.

★ Some strange targets appear in Level 2's shooting gallery, but don't shoot the granny (C64)



amiga

PRESENTATION 77%
Cameo pics between levels, amusing text and a good end-game sequence. Option to practise levels two and three.

GRAPHICS 85%
A variety of styles, all very well done.

SOUND 73%
Lots of nice tunes.

HOOKABILITY 82%
Same as C64.

LASTABILITY 81%
Same as C64.

OVERALL 81%

A good game, professionally done.

C64

PRESENTATION 77%
Cameo pics before levels, option to practice levels two and three.

GRAPHICS 87%
Five distinct styles, (two for level one), all professional and slickly done.

SOUND 76%
Four different tunes and good FX.

HOOKABILITY 82%
Nice but tough level one, while option to practise levels two and three ensure lots of early playability.

LASTABILITY 81%
A big finale provides a strong incentive to keep playing.

OVERALL 81%

A classy tie-in with lots of humour and variety.

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COM MSE 2



★ Volcanoes spew out deadly molten lava. (C64)

Swiv



★ A squadron of yellow Opticas attack! The jeep can briefly shelter under the bridge. (Amiga)

SWIV

● Storm, C64 £10.99 cassette, £14.99 disk; Amiga £24.99

After going down a storm following their first victory against a group of mad generals, all seemed well for Hot Wheels Hoolihan, Armoured Jeep commander extraordinaire and his Helicopter Gunship buddy, Rotor Head Ralph. Together they're the Special Weapons Interdiction Vehicles team and they'd just begun to take in some R and R when an alert came in. Looks like another bunch of mad generals is on the loose with secret factories producing new weapons by the ton load. So start the rotors up, Ralph, jump-start that Jeep, Hoolihan and kick some mad ass! (Nothing like a quick start to the mayhem, don't you think!)

Of course the mad generals only accept the very best in killing machinery, with helicopter gunships. Be it bouncing, bomb-dropping, missile-throwing or just plain suicidal — you name it, they've got it and it's hovering around waiting to terminate H 'N' R's tour of duty. Where would we be without a good hundred or so tanks, howitzers, flame throwers and BIG laser-firing installations thrown in as well? And will you welcome the Mama helicopter which unloads mini-choppers by the dozen, seaplanes and some extra-terrestrial guest stars too. And let's not forget the natural hazards littering the enemy's back yard alongside all those shopping trollies. Volcanoes,



ROBIN

Despite the 'great head' I'm afraid I can't hide my disappointment with C64 *Swiv*, it looks just a tad too unexcitingly similar to too many another vertical scroller shoot-'em-ups. However it is pretty damn fast, the pace is great and two-player mode works a treat with bullets moving at speeds I'd rather not remind myself about. And this is before I mention the polished intro sequence and different high score sequences (though tape owners could have to endure some pretty hefty multiloading based on the experience of the disk version). A shame that it starts in overfamiliar desert surroundings with more imaginative levels, such as the volcanoes, quite a long way off. C64 *Swiv* is good fun but isn't startling different from a horde of similar games.

On the Amiga there's less competition, only *Battle Squadron* stands is technically more impressive. Until now I've never seen a 16-bit game that comes closer to emulating the coin-op look, but this one smacks of the *Tiger Heli*/*Twin Eagle* machines with an immense rock title screen soundtrack to match. Try as I might I couldn't find a single flicker, an out of place sprite, a slow-down in the speed at all during play, even with all hell breaking loose as 20 bullets converged on my chopper. And as for the graphics, the attention to detail, use of militaristic colours and fun touches like the alien ship in the cornfield make it look real classy. One small niggle though: that Jeep is *still* a no-no vehicle as jumping is so fiddly to operate in the heat of battle. And the combat can quickly hot up — I think the ongoing load system works too well as there's little time to rest once it gets going. For a basic shoot—'em-up *Swiv* is a stunning piece of 16-bit software, on the C64 it's not that remarkable but at least it still retains a healthy dose of playability.

★ The chopper flies over an enemy-packed desert. (Amiga)





★ These five enemies link up to form one mean superbaddie. (C64)

craters, chasms — the usual terrain that Jeeps have to be overcome with a nifty leap in the air. On the stretches of water, Hoolihan can use his aquatic arsenal by jumping into a speedy gunboat for a watery blasting session.

With this lot up against our comrades in arms it's a good job there's shields floating around (with free smart bomb for when things get really crowded). And not forgetting the power-ups: shoot them a few times to cycle through a variety of weapon and craft upgrades.



Swiv lacks the uniqueness of *Silkworm*, but is still pretty impressive with both C64 and Amiga versions effortlessly filling the screen with so many enemies, bullets and explosions that it can become completely overwhelming. It's a tough game and shoot-'em-up fanatics will need plenty of practice to beat it. The Amiga game scores particularly highly because the unique continual disk-accessing means no pause in the action whatsoever, and also the graphics are of top-notch standard. The way so many baddies prepare themselves to attack is very well done, I especially like how helicopters' rotors speed up and jets taxi before take-off. The programmers clearly have an interest in military matters, so there's plenty of neat details which keep you interested. Sadly these tiny details are much rarer on the C64, and the whole feel of the game is not quite so fresh. There are so many C64 vertical scrollers, and while *Swiv* is technically excellent it's graphically only okay — end-of-level monsters are particularly dull. In truth the only truly original aspect of play is the Jeep/copter split, with effectively two layers of action being in constant play. This makes for a unique two-player game (and two ways of playing solo), so the game is still pretty good.

amiga

PRESENTATION 90%
Impressive SWIV spec screens, two high score tables (changing names with each load), control options, continue-plays, great end sequence and the excellent Dynamic Loader System.

GRAPHICS 85%
Not massively original but some superb attention to detail makes it very nice to look at. Very fast with lots of enemies.

SOUND 81%
Good in-game FX with a groovy title tune.

HOOKABILITY 85%
Nothing too new in concept but it plays very well with a good two-player mode.

LASTABILITY 82%
Tough enough, plus you can play either as the Jeep or copter.

OVERALL 83%

Old ideas with the very latest looks and extreme playability to match.

C64

PRESENTATION 84%
Same intro as Amiga with better title screen. Lengthy loads but they include two levels each and take quite a while to play through with continue-plays as well.

GRAPHICS 79%
Good attention to detail with very little flicker and lots of bullets flying around on two levels.

SOUND 63%
Familiar *Citadel*-like title tune, reasonable FX.

HOOKABILITY 79%
Simplistic shoot-'em-up addiction, plus fun two-player option.

LASTABILITY 74%
Not terrifically original later levels, but a tough challenge with hundreds of helicopters to take on and the Jeep to master.

OVERALL 76%

Slickly implemented, very playable shoot-'em-up fare but nothing to set the world alight.

MiG-29 FULCRUM



★ An interesting array of unique Russian instruments distinguishes *MiG-29*.

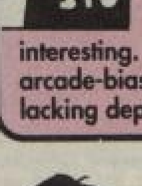
● Domark, Amiga £34.99

One of the most powerful Soviet fighters, the Fulcrum has gone from Russian threat to star performer at Farnborough to Iraqi menace. Domark's sim puts you in the cockpit of a MiG in Soviet service, from pilot's school to combat. Sadly there's no sim to pit the MiG against the USAF or RAF, but five combat missions take in photo-reconnaissance in the Arctic, air-to-air combat over China, strafing terrorist trucks, a bombing raid against oil installations and destroying a nuclear reactor. The latter is the final mission (requiring 500 points to enter), which involves taking out air defences and landing on a runway to rearm.

As you'd expect there's a savable pilot's service record but sadly no weapons selection — you always fly with the same mix of cannon, unguided rockets plus air-to-ground and air-to-air missiles.



After wading through the packaging it's a shock to find a single disk with a mere six missions. The graphics are also unimpressive with a severe lack of polygons and ground detail, while control response is sluggish. On the positive side, graphics move quite quickly, providing realistic aircraft at all distances which act relatively intelligently, while instrumentation is novel and missions interesting. Nevertheless compared to the comprehensive *F-19* and arcade-biased *Interceptor* (just £10 now), *MiG* is overpriced and lacking depth.



MiG is a big disappointment as realistic plane performance alone isn't enough to counter the lack of extensive missions, too few enemy types and substandard graphic display (flying over a few crudely updated lines and mountains for 90% of the mission time isn't my idea of fun). The secondary targets were interesting additions but the whole thing just didn't excite me, especially with no graphic reward for mission success. Ultimately I wanted a LOT more for my money and *MiG* just doesn't deliver compared with the long-term appeal of *F-19*.

PRESENTATION 80%
Colour 130-page book packed with MiG pics, excellent poster, informative 60-page manual, good exterior views and nice presentation screens.

GRAPHICS 50%
Relatively fast and smooth. Not many objects though and limited detail.

SOUND 61%
Good intro tune and some nice in-game FX.

HOOKABILITY 56%
Good training missions and option to enter all but one of the missions.

LASTABILITY 47%
Tough missions, but six simply isn't enough, not at this price. (A mission disk is planned for September.)

OVERALL 56%

Should've stayed in Iran?



After seeing the very dodgy Spectrum version, C64 *Gazza II* comes as a pleasant surprise. The action is a bit sluggish with the tiny players limping around the large pitch, but with *Kick Off*-style dribbling, a shotpower meter and the ability to swerve and chip shots, *Gazza* involves much skilful play. One niggle is that it's very difficult to slide-tackle opponents without fouling them. However, realism is heightened by deflections, injuries, yellow/red cards and real players' names. There's also a limited management aspect in picking the team, making substitutions and changing formation — though it's strange that you can do this for the computer team!

The real pity is that there's no league — a situation remedied in the Amiga game which also boasts sophisticated management options. To complement these I was hoping for a good, speeded-up version of the C64's match action. I was severely disappointed. The players run surprisingly slowly and can actually move faster by continually slide-tackling! Skilful play is lessened by ball-stuck-to-foot dribbling, an extremely sensitive shotpower meter and easy tackling from any angle, hardly ever resulting in a foul. It's enough to make you swear at the ref!



GAZZA II

● Empire, C64 £10.99 cassette, £15.99 disk; Amiga £24.99

After storming the pop charts with his 'unique' brand of music, Gazza returns to the pitch for some more tear-jerking footy action.

Instead of the changing perspective of its appalling predecessor, *Gazza II* sticks to a scrolling overhead-view, left-to-right pitch like that in C64 *Kick Off*. Strangely although the C64 version has intelligent dribbling, on the Amiga the ball is simply stuck to your foot. Kick power is controlled by holding down fire; the position of the joystick when fire is released determines the type of kick (drive, 90° cross, swerve, chip). When the ball's in the air, pressing fire results in an attempted header. Press fire when the opposition have the ball and your player attempts a slide tackle. However, if mistimed this can cause a foul — possibly resulting in injury, a free kick/penalty and a booking/sending off.

C64 *Gazza II* incorporates some management. Before a match you can pick your team from a squad of real players. Also, at any set-piece during the match you can call up the tactics screen. This allows you to substitute players, change formation (64 only) and view detailed match statistics with figures for each individual player.

The Amiga game also allows up to 16 managers to compete in a four-division European Superleague, and has extra management options including a transfer market, league, and *Player Manager*-style tactics editor.

Match options for both versions include one or two players, choice of teams, computer skill level, match length, playing surface and wind speed.



C64 *Gazza II* is a lot better than its awful predecessor with some reasonably intelligent computer players, an effective kicking power meter and a good choice of tactics, complete with squad selection and substitutions. The radar scanner is useless, but the main problems are the lack of a league for long-term challenge and, most seriously of all, sluggish speed which can make games a bit dull. It's better than C64 *Kick Off II* though and worth a look if you really are a footie fanatic.

Given the speed of the Amiga, one expected the 16-bit version would be extremely playable. It isn't though; it's only marginally faster while computer players are much too stupid (the defence frequently wanders off when you're in the penalty box), kicks routinely cover half the length of the pitch, graphics are dreadful and on top of all that there's *Kick Off II* to compete with. Abysmal.

amiga

PRESENTATION 67%
Same as C64 with more complex management options and pointless half-time comments from Gazza who, due to fictional player names, doesn't even get to play!

GRAPHICS 29%
Two-frame player animation, dull pitch.

SOUND 37%
Same as C64.

HOOKABILITY 35%
Unrealistic and fiddly to play.

LASTABILITY 41%
Fair management game but the action's awful.

OVERALL 37%

Worse than his records!

C64

PRESENTATION 79%
Free badge and poster. Single load, 48 real teams with accurate line-ups, good match options, but no league.

GRAPHICS 48%
Sluggish sprites on slow scrolling pitch.

SOUND 50%
Jolly title tune and sparse FX.

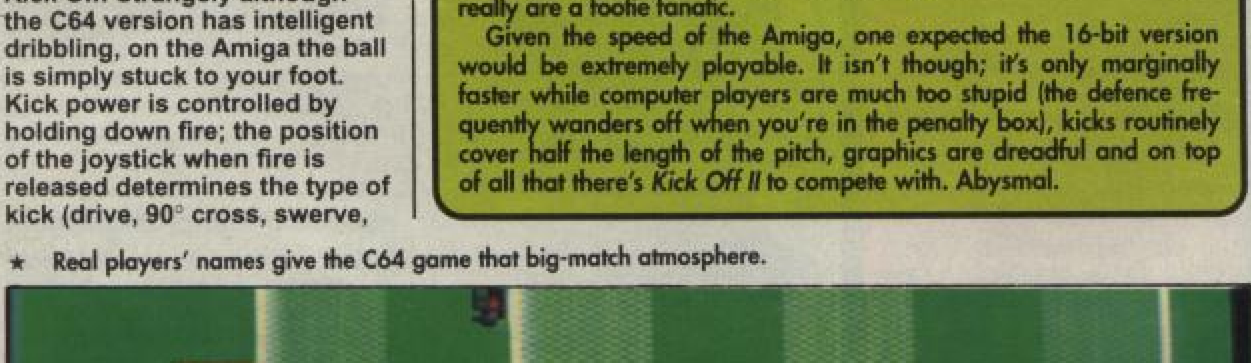
HOOKABILITY 65%
Slow but skilful action.

LASTABILITY 55%
Good variety of teams but sadly no league.

OVERALL 60%

Howay the ladz.

★ Real players' names give the C64 game that big-match atmosphere.



THE HUNT FOR RED OCTOBER

• Grandslam Video, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

The Cold War may well be long over but when has reality ever been relevant to computer games? In the game of the film of the Tom Clancey novel, Marko Ramius — commander of Russia's most powerful nuclear submarine, The Red October — has been tempted by the West's good life and he's going there in his sub! The Russians are a bit annoyed about this and decide to sink him. However, Ramius does get some help from CIA operative Jack Ryan who sets up a plan to sneak the sub into the US.

A multi-stage game, the first task is to get Jack onboard the waiting USS Dallas. Only trouble is that he's dangling from a helicopter in a gale force 12 storm with limited fuel.

Control then switches to the Red October in which Ramius has to negotiate the horizontally scrolling caverns of Murmansk leading out to the open sea. Soviet subs and missiles constantly attack and Ramius can return fire with depth charges, homing missiles and torpedoes. Bonus weapons, invulnerability and points are to be found floating along. Hitting the Space Bar turns on the Caterpillar drive, accelerating the October for a brief period.

Back to Jack for the next stage as the USS Dallas's mini-sub attempts to dock with the October in a fast-moving current with a zero error margin. Survive this and Jack's got to open the October's airlock with a bit of joystick waggling.

The October then has to make its way to the US coast through another horizontal sub-blasting section.

Meanwhile the October's chef, Loginov, is missing his vodka and caviar and gets angry enough to threaten to explode the sub's nuclear warheads unless it turns around. Jack has a final chance to save the day in a *Cabal*-style screen, taking pot shots at the chef who dodges between the warheads, returning fire.



Following the excellent movie comes Grandslam's attempt at a second game, this time aimed straight at the arcade crowd with some very standard sub-games (I don't believe I said that). There's variety but nothing in this mish-mash of game ideas that you wouldn't find in budget games, and completing it on your first go isn't exactly good for lastability. Contrarily the Amiga game veers towards high difficulty in places, with an amazingly restrictive sub section, and then throws in some attractively done but laughably simple 3-D sequences. If you want a game of the film then buy the game of the book — far better VFM.



Ocean's standard movie approach, using a familiar main game-style with a couple of sub-games recreating key scenes has been copied by Grandslam to little effect. The worst problem is the main game is so dated — 'caterpillaring' through yet another horizontally scrolling shoot-'em-up soon becomes rather tedious. It also completely loses the realism which was one of the main attractions of both book and film.

The sub-games are a bit better, but they're mostly very short and simplistic which makes multiloading them on the C64 irritating. The end-game *Cabal* scene is okay, but the whole game is much too easy. The Amiga version is tougher, with more ambitious perspective on the sub-games, but the lacklustre shoot-'em-up action is only more disappointing here.

★ Get that sinking feeling? (Amiga)



★ Plumbing the depths in the horizontally scrolling section. (C64)



C64

PRESENTATION 70%
Simple attract mode, progress screen between multiloaded levels, high score table and disappointing end screen.

GRAPHICS 65%
Some good use of atmospheric grey shades but hindered by the dated look and feel of each section.

SOUND 59%
Unsophisticated tunes but at least there's a different tune for each level.

HOOKABILITY 46%
Uninspired gameplay just doesn't add up to anything remarkable.

LASTABILITY 32%
Far too easy even with the one-chance-only mini-sub section.

OVERALL 40%

Barnacled gameplay sinks promising licence.

amiga

PRESENTATION 43%
Similar to C64 version but disappointing title and interlevel sequences. Fairly quick multiload.

GRAPHICS 58%
Unambitious horizontal sub sections but the 3-D for the helicopter drop and mini-sub scenes is fast and well executed.

SOUND 70%
Variety of atmospheric tunes, but weak rendition of movie soundtrack.

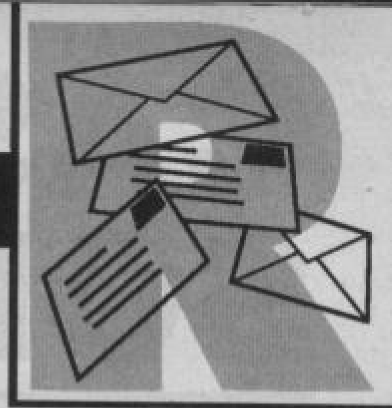
HOOKABILITY 45%
Lack of game sophistication but relatively accessible.

LASTABILITY 32%
Little in the way of all-round challenge to keep you playing.

OVERALL 39%

A mixture of relatively good-looking but dated ideas in a substandard mix.





ZZAP!RRAP!

RRAP!



letter of the month!

SOUNDS STRANGE

Dear Lloyd
I have a short program that will play your music cassettes on TV via the C64 computer. Once you have typed it in, plonk some trendy sound into the C2N, press the play button and run the program. You should then see some familiar colours on the screen and be marvelling at the amazing synthetic sound from your C64.

```
10 REM ** MUSIC
CASSETTE / C64 **
15 REM ** BY DARREN
BURKEY **
20 C=0: FOR L=49152 TO
49198
30 READ A: POKE L,A:
C=C+A: NEXT
40 IF C<>5424 THEN PRINT
"DATA LINES INCORRECT.":
END
50 SYS 49152
60 DATA
120,165,1,41,159,133,1,162,0
,142,17,208,138,157,0,212
70 DATA
232,224,24,208,248,160,15,1
62,0,173,13,220,41,16,208,6
80 DATA
140,24,212,76,25,192,142,24,
212,238,32,208,76,25,192
```

Now some questions for you to answer (groan).
1. Do some of the members of ZZAP! possess intellectual qualities?
2. If yes to question 1, why have you not included a technical section in ZZAP!?
3. If you have the solution to *Leather Goddesses Of Phobos*, could you print it in the adventure section?
4. Lastly, why does the front cover have an annoying habit of coming apart?

WARNING: Playing Kylie and Jason, New Kids On The Block, Jive Bunny, and Bumbarbbumaroolina songs on your computer can cause ill effect and severe cases of vomiting.
Darren Burkey, Fleet, Hampshire.

● *Thanks for the listing, Darren. We tried several tapes with Yazoo sounding the best through the distortion. Phil tried some Alice Cooper and that seemed to be completely unchanged — unfortunately!*
1. *Yes, though I can't speak for the others.*
2. *Boris Myashirov (the thinking tank) should be doing a technical round-up soon.*
3. *I'll ask Boris.*
4. *You should buy a binder to keep all your ZZAP! issues in top condition!*
LM

★ I've finally recovered from listening to that Jive Bunny record. It just shows you can never be too careful where music's concerned. Phil offered to lend me his new CD player the other day, but I realized that it was just a cunning ploy to get me to listen to Alice Cooper — at full volume and totally free of any distortion that might make it sound remotely musical!

Judging by the larger than usual number of barmy letters in my postbag, however, it seems that some readers have already fallen prey to mind-numbing 'music'. One reader had the right idea though, sending in a short listing so you can muffle the offending sounds by playing them through your C64 and TV. I only hope it doesn't blow your computer up!



NOT ENNIMORE, PLEASE!

Dear Lloyd
Imagine, if you will, a scene in the ZZAP! offices. The Ed is there being hip, Robin is there trying to be hip but failing miserably and Phil is there trying to be large and wobbly and succeeding with flying colours. Also, sitting in his corner is that bastion, that pillar, that corner post of freedom of speech in our beautiful country, Lloyd Mangram. By the way, did you know that Mangram is almost an anagram of anagram? (No, but I do now!). Anyway, Lloyd sits at his desk (table, waste paper basket, whatever) opening letters, chuckling at witty comments, throwing the occasional banana at the CRASH people and generally enjoying life. Suddenly he comes to a letter in a strangely familiar envelope, with the address written in a strangely familiar handwriting style. He opens it and notices the familiar address at the top, printed using the familiar 'courier' font on a Star printer and realises that, yes, this is another letter from possibly the most innovative contributor to his hallowed pages since the likes of Norman Psych Fishperson. This is another letter from Arthur Ennimore.

'Look! Quick, everyone, look! he cries excitedly. 'A letter from Arthur Ennimore!'

All action in the office stops and everyone turns towards him. There is a moment of silence. Suddenly all launch themselves towards him. Phil, steaming through the hordes like a ...like a ...like a very large person steaming through the hordes is overtaken by Robin, who sneaks nimbly through Phil's legs. The Ed, however, using

MAGAZINE MAKING

Dear Lloyd
I have recently been thinking about starting my own computer magazine but I don't know what way to go about. So could you please! tell me how to handle it! What to call it! and how to get my staff!
Jonathan Conroy, Cleveland.
PS. Please can I have your permission to make my magazine.

● *Of course you have my permission (not that you need it!) to make your own magazine. However, publishing is a risky business to enter. How will you raise the finance to launch your magazine? — it costs a lot of money, you know. And to subsidize the cost of the mag you'll need to obtain advertising from software/hardware companies. Of course you'll need an editorial team (the best bit), advertising salespeople (loud and useless), art director (vain and pretentious), Mac department (computer illiterates) and film planning (satanists). Apart from the obvious financial problems, have you got the skills to organize production and distribution? Naming the magazine is a cinch by comparison, although the title is important.*

If all this hassle sounds too much, then maybe you'd like to start a fanzine. For this you'll need some word processing software, a good printer (for text and screenshots) and some way of reproducing copies — probably a photocopier or stencil copier. Maybe you could ask to borrow your school's computer equipment and get some friends to help you. It should be fun and also give you some useful experience before entering into the professional publishing field. Good luck!
LM

▶

CASTLE SOFTWARE

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LAST NINJA 3 (CART)	21.99
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his supernatural powers, instantaneously jumps the gap between his throne and Lloyd's desk and stops the others in their tracks.

'Stop!' he commands. 'Everyone will get a chance to read, nay worship, this document. We'll photocopy it so you can all keep one!'

'No need!' says Lloyd. 'Arthur Ennimore, thoughtful to the extreme, has in fact enclosed four copies of his letter. That's one for each of us!'

'Wow!' say Phil and Robin. 'How thoughtful of him!'

'I have an idea, a cunning plan.' says The Ed. 'Why don't we let this wondrous person, whose letters are always so witty, clever and ingenious, have his own monthly column? It could be called "Any more for Ennimore" and in it Arthur would let the world know of his revolutionary ideas.'

'What an amazing idea!' says Robin. 'I'll contact him straight away.'

And, as Robin goes off to do so, the scene closes. Think about it, Lloyd. This is one opportunity you won't want to miss!

Au revoir, Lloyd. À bientot!

Arthur Ennimore, Worcester.

PS. I'd do it for nothing!!

● ***Picture the scene. I hand a (thoughtfully included) copy of your letter to Ed. He looks totally bemused and chucks it in the bin. A good try though, Arthur.***
LM

SPOTTED DICK WITH EXTRA CUSTARD

Dear LLoyd

At my boring old school in Bishopbriggs all us computer freaks have arguments about who has the best computer. The ST owners argue with the Amiga owners while Spectrum and Amstrad owners argue with C64 owners leaving the Oric specialist alone in the corner.

Amigas and C64 owners always win of course, but recently all of them have ganged up on the C64 leaving me defenceless. Is there a way I can fight back?, ie has the C64 got better sound than the Amiga? Has the C64 got faster speed than an ST?

I drastically need help!

I have heard that the ST has crappy parallax scrolling, is the true?

Oh well I had better be off before the headmaster suspends me for disgracing the school...

Stuart Watson, Bishopbriggs, Glasgow.

PS. Please make the title of this letter something to do with school dinners.

● ***The C64's advantages over the Amiga are that it's much less costly with cheaper software, including instant-loading cartridges. It's got a much better sound chip than the Atari ST (which has the same as the Spectrum 128K!). You're also right about the ST's ropy horizontal scroll and many software houses haved noted a dramatic drop in the sales of ST software. C64 graphics are far more colourful than those on the Spectrum, which can only display a measly two colours per character block — hence many dull-looking, monochrome games. As said before, the C64's sound is infinitely superior to the Spectrum's. As for the Amstrad, it's appallingly slow, with diabolical colours and even the souped-up console doesn't seem to have sold that well this Xmas!***

So there you have it. The C64 is, without doubt, the best 8-bit computer around and even gives the 16-bits a run for their money!
LM

GREEN PAPER

Dear Lloyd

I am writing to express my views on software packaging. I think that every producer of full-price software is guilty of wasteful packaging in the form of cassette cases which are twice the size of the actual cassette. The worst culprits I have seen have been MicroProse who packaged 16-bit versions of *F-19* in massive boxes, I mean the disks are only 3 1/2" and this box could contain about twenty disks. I know the software companies want to show that their product is better and bigger than another, but in so far as to endanger the rain forests? Also, is ZZAP! (Damn fine mag) printed on recycled paper? I hope so. Well enough of the green issues, I think that the advent of cartridges is a great boost for the C64 and have already bought The Disk Co *Powerplay* cartridge (great games but where's indoor soccer?).

And to conclude, when is the Gulf War simulator coming out...?

Colin McGinnis, Linlithgow.

● ***ZZAP! isn't printed on recycled paper, I'm afraid. We need high quality paper for glossy colour pages (and still people complain about the mag being too fragile!). But surely you wouldn't regard ZZAP! as waste paper? Unlike other mags, ZZAP! never gets thrown away! As for software packaging, it's largely of a standard size now. The larger cardboard box type is usually required to house a hefty manual needed for complicated games (especially MicroProse sims!). But come off it: most software packaging wouldn't even amount to one bonsai tree's worth! And it's not as if you buy a game every day. Far more trees are cut down to wipe noses and bottoms, package supermarket goods and bring you the latest news about Gazza.***
LM

CARTRIDGE CONVERSIONS?

Dear Lloyd

On the subject of the new consoles and the cartridges for them, I understand they can be used for the C64. So does this mean that the games we could not get on cassette but only on disk will be brought out on cartridge? I am a big US Football Fan and would like to get games like *TV Sports Football*, *John Madden's* and *Cyberball*, but I don't have a disk. Also with the new consoles they give away a free cartridge with three games on it. Wouldn't it be a good idea if they sold cartridges with a few games on it?

Finally I would just like to say I've been buying and subscribing to ZZAP! for two years now and wouldn't buy another computer magazine — (unless you sell up to the Amiga). Long live the C64.

G Black, Dumbarton, Scotland.

PS. I'm looking for an oldie. It was once on a comp, it's called *Tapper*. I love the game as I am a Barman. So please, any info.

● ***There's no plans yet for cartridge versions of* TV Sports Football *and* John Madden's, *but Domark have released* Cyberball *on cartridge (it never appeared in its own right on tape/disk). A slick conversion, it earned a creditable 78% in Issue 70.***

I'm afraid* Tapper *is no longer available, but if you write a very nice letter to the very nice Danielle at US Gold she may be able to find you an old copy.
LM

CD RUMOURS

Dear Lloyd

I have been reading ZZAP! since Issue 41 and I would like to say how brill it is, especially Rrap!

Question Time:

1. Will there be a CD upgrade for the Amiga. If so, will you be able to use a personal CD player?

2. Rumour has it that there will be a *Batman 2* movie. Are there any plans for a computer game?

3. Any chance of a cover disk?

4. Are there any good beat-'em-up games coming out in 1991?

5. Is the Amiga better than the Sega Megadrive?

6. In Issue 68, page 47, it says that there are seven missions on *F/A-18 Interceptor*. I have only completed six — why?

7. Did Phil shave off his moustache because people said he looked like Bruce ▶





ZZAP! RRAP!

Grobbelaar?
Keep up the good work!
Chris Hunt, Flint, Wales.

● 1. Commodore are launching the CD690 CD drive for 1Mb Amigas. Unlike the short-lived Code Masters CD venture, for true CD-ROM you can't use a standard CD player.
2. Rumour has it that Ocean have the licence for Batman 2.
3. No.
4. What am I, a clairvoyant? **Final Fight** ***is an excellent coin-op though, so here's hoping for the US Gold conversion.***
5. It's difficult to say. The Megadrive's arcade potential is extraordinary — witness the near-arcade perfection of **Strider** ***— however, too many Amiga games remain ST-led. All-out Amiga games could probably give the Megadrive a good run for its money, particularly in 3-D games where it's probably superior. Ironically many Amiga games such as*** **Populous** ***and*** **Budokan** ***are being ported across to the Megadrive, and of course the cartridge means they cost a lot more.***
6. The last mission involves destroying an enemy aircraft carrier by hitting on the tower.
7. Yes, he says he was tired of the constant adulation from female footy fans!
LM



NO THOUGHT FOR THINKERS

Dear Lloyd
I read ZZAP! since Issue 39, and I thought it was brilliant until some months ago. In fact, the mag has lost many of its best features, turning more and more towards silly games and neglecting adventures and RPGs. Yesterday (7th January) I bought the January issue because I haven't yet received my copy, so I couldn't send my Zzaptionnaire. Having seen that your fall is continuing, I decided to write to you tell you what I think about the present ZZAP!. First of all, I own both a 64 and an Amiga. And secondly I play, above all, adventures and RPGs, but these games are being neglected by ZZAP! only because the persons who play them are not many. Maybe most of your readers prefer other things to adventures, but this doesn't mean that adventurers must be left alone. A review is half a page, with maximum one screenshot, it doesn't matter how good the game is. Why are these games regarded as inferior, even if their price is usually very high? I think they deserve at least eight pages per issue, with reviews written in the same style of the other games. And instead of ten pages of stupid pokes, silly cheats and useless music listings, what do you think about including a couple of pages of ADVENTURE TIPS, like all other magazines do? I think many people would like them very much. And there are never special features for roleplayers: all that concerns 'serious' games is relegated into four pages of awful reviews.

Now about the Megatapes: instead of one per issue with one good game and three crap ones, I'd prefer one every three months, but featuring three or four good games (like *Parallax* or *Mini Zork* were). I think many people would be happy to pay £2 for a magazine with some more features (like coin-op reviews) instead of a useless cassette stuck on the cover.

Well, see ya now, and let's hope for a better future.
Giacomo Di Giacomo, Rome, Italy.

● Well you can't please everyone. Many readers have complained about too much space being devoted to adventures and strategy games which are, after all, a minority interest — unlike 'silly' pokes and cheats which are of interest to most readers. However when we do have space to spare we have been expanding Think Tank, over Xmas it had six pages and most good C64 games should get a full page review anyway.
As for the Megatapes, what do you mean 'one good game and three crap ones'? Recent tapes have been very good with exclusive playable demos like **Turrican II** ***and*** **Chip's Challenge**, ***and whole classic games such as*** **Zybex** ***and*** **Draconus.**
LM

MAKE YOUR MINDS UP!

Dear Lloyd
Don't you think it's about time the ZZAP! reviewing team made up their minds about what percentage they give a game?

It all started when they reviewed *Rainbow Islands* and gave it a Sizzler. Only a few months after doing this, they admitted that they had underrated the game, and should have given it a Gold Medal instead. Okay, so everybody makes the occasional mistake. But then they got it wrong again. After slapping *Vendetta* on the February 1990 cover, and giving it a whopping 93%, they later stated that they had overrated the game, because it was a bit on the easy side!

Not all that bad, you might think. Two slight mistakes aren't really worth worrying about. But after picking up the latest copy of your mag, I have found out that not only have they admitted to underrating *Kick Off 2* on the Amiga, but they felt they were a bit mean reviewing *Badlands* and booted the original 41% score up to 62%!

Now, I don't want to appear too critical of the ZZAP! team, because despite these errors they're still the best reviewers in the business. But it would be nice if they started to give us more definite percentages, instead of temporary ones. I think they should try and play each game thoroughly before airing their views on them.

Anyway, I'd like to ask you a question now. I've been a member of The Home Computer Club for about three years now, and one of my recent purchases from them has puzzled me. It is a Domark compilation of three games, all on cassette: namely *Klax*, *Escape From The Planet Of The Robot Monsters* and *Cyberball*. Yet your review of *Cyberball* states that it's cartridge only. So are you telling fibs or what?

Finally, and most importantly, BRING BACK THINGY AND ROCKFORD BACK!!! ZZAP!'s just not the same without them!
Daniel Salter, Masbrough, Rotherham.

● The reviewers always play every game for a substantial time — they seem to be playing games all day long! Sometimes though, a game will arrive right at the end of the magazine's monthly schedule, so the team may only get one day to play it. Lastability is always the hardest rating to determine, and it's even more difficult to evaluate a game's long-term appeal in one playing session, no matter how thorough. You can be sure, however, that the team always thoroughly debate the ratings of every game, making sure that they're as fair and accurate as possible. And if they do occasionally make a mistake they're not afraid to admit it later! We would hope the fact that we continue to play games after they've been reviewed indicates how commitment to games, and obviously if our opinion changes we do believe we should inform you (unlike most other magazines). Moreover as I've always argued here, reviewing includes a fair bit of personal opinion and there's often some readers (and software companies) who disagree with our marks. Nobody is perfect and pretending otherwise is surely misleading.
Cyberball ***was never released in its own right on cassette/disk, though this was originally planned and it may be included on compilations.***
LM

★ Some interesting points there, and thankfully not quite so many questions for me to answer. If you've got any opinions about any aspect of computer entertainment, then don't just sit there — send me a letter and let your views be known to the whole civilized world. Remember, there's £40 worth of software for the 'letter of the month', so get writing to *Newsfield, Lloyd Mangram, ZZAP! Rrap, Temeside, Ludlow, Shropshire SY8 1JW.*

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THE MAGIC CANDLE

SIZZLER

Mindcraft/ MicroProse, C64 £35.00 disk only
(Available from *Computer Adventure World, 318 Kensington, Liverpool L7 0EY.* Tel: 051 263 6306.)

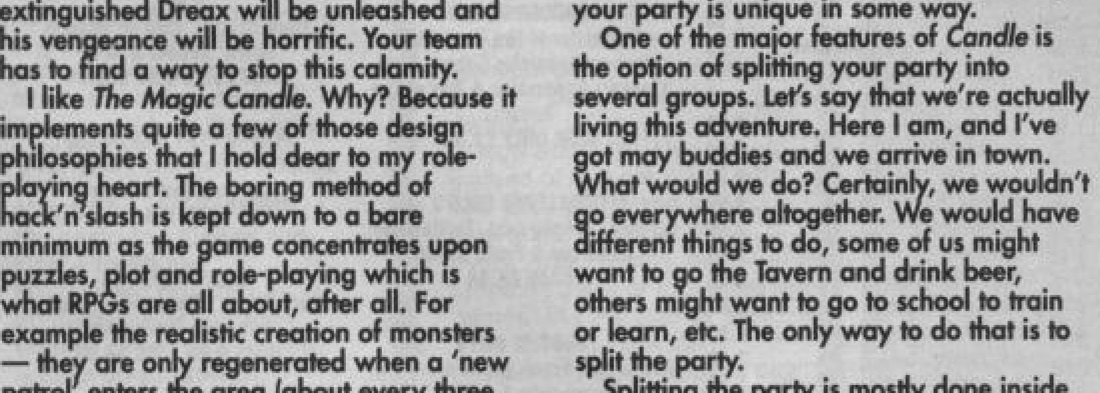
For decades the magic candle has held the evil Dreax captive, but now the guardians have disappeared and the candle is burning down. When it has extinguished Dreax will be unleashed and his vengeance will be horrific. Your team has to find a way to stop this calamity.

I like *The Magic Candle*. Why? Because it implements quite a few of those design philosophies that I hold dear to my role-playing heart. The boring method of hack'n'slash is kept down to a bare minimum as the game concentrates upon puzzles, plot and role-playing which is what RPGs are all about, after all. For example the realistic creation of monsters — they are only regenerated when a 'new patrol' enters the area (about every three game months), but dungeons have a fixed number of monsters and once they're dead there's no more.

Another noticeable feature of *Candle* is you can only have ready-made characters in your party. The reason? Mindcraft are against rolling for characters. Mainly because it doesn't give 'character' or personality. When you are rolling your own you try to obtain the best possible set of attributes, don't you? This system tends to result in a rather bland set of characters, whereas Mindcraft make sure that every character you are 'offered' when forming your party is unique in some way.

One of the major features of *Candle* is the option of splitting your party into several groups. Let's say that we're actually living this adventure. Here I am, and I've got may buddies and we arrive in town. What would we do? Certainly, we wouldn't go everywhere altogether. We would have different things to do, some of us might want to go the Tavern and drink beer, others might want to go to school to train or learn, etc. The only way to do that is to split the party.

Splitting the party is mostly done inside the town. However, you can leave a character behind (out of your party of six) because combat can still be successful with five characters. The chap left in town could be learning spells or working for someone. This is an ideal method of earning money, so when the party returns you've got a bunch of cash you can use from your character's earnings (through skills such as a tailor or gemcutter). In addition, though, there is one part late in the game where you will need to split your party into three pieces in order to solve a puzzle.



The list goes on, magic users can wield swords and wear armour. For goodness sake why hasn't this been done before? Okay, magic users may not be too skilful at swordsmanship, they'll probably miss more times than they hit. But if they want to carry a sword and wear armour — let them! Weapons and armour are also subject to wear and tear.

When combat does arise you will find that the enemy are a pretty intelligent lot, on the whole. Of course if you are faced with a bunch of thicko Orcs you won't see much in the way of tactics. But face a troop of magic users and fighters and you'll have a fight on your hands. They appear to realize who your weakest people are, singling out your wizards as a priority kill, etc. The thinking here is, well, if I was in their position what would I do? So each monster type gets an intelligence rating.

A good point here is the morale rating which can affect individual characters. You can prevent them running off by placing a curse spell on them or you can give a short speech to rally your forces for the battle ahead, which may, temporarily, improve their bravery.

There is a good use of stats such as individual weapon skills: bow, sword, etc. Magic can only be learnt from books and the included spells only learnt from uninterrupted periods of concentration. Once a spell has been cast it has to be relearnt. Good, this prevents the magic users dominating the game.

Ever played an RPG and found a +50 magical sword cast from solid diamond by the dwarf forges of Xorgu? Slices through stone like a hot knife through butter? You won't find too many of those in *Candle*. There are enhanced weapons but you will never find a powerful weapon randomly (Mindcraft will add more magical items in the sequel but, again, you'll have to work for them, there will be no random cache of magical items). In *Candle* there is one powerful item but only the hero can carry it and it is limited. I find it is no big deal not to have superweapons which can result in an unbalanced game. Admittedly, finding treasures after a special encounter is always enjoyable; more of these may appear in the sequel.

One or two of these features (there are many more that I've not had a chance to



mention) may have been seen in other games but you won't have seen them all in one release, and certainly not as well integrated.

The Magic Candle is not perfect: combat can drag on sometimes, it would have been nice to split the party outside of the towns and there should have been a batch of signs outside of the town shops. Even so, the high standard of the design has won through. Probably the highlight is the end sequence which is one of, if not the, most satisfying end-games seen in any RPG so far. *Candle* is one of the few commercial RPGs on the market which has been produced by gameplayers for gameplayers, without the disastrous intervention by the pin-stripe brigade. I reckon Mindcraft have got a winner on their hands. *The Magic Candle* is a quality RPG and I can't wait for the sequel.

ATMOSPHERE
88%
PUZZLE FACTOR
90%
INTERACTION
85%
LASTABILITY
92%
OVERALL
90%

FEUDAL LORDS

Impressions, Amiga £24.99

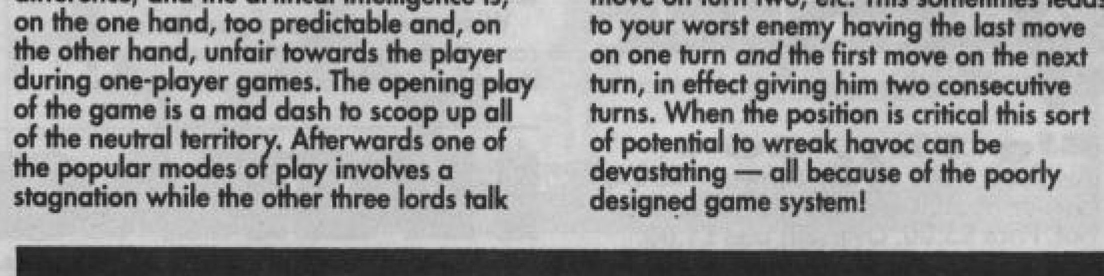
Reminding me very much of the old CRL game *Legend*, *Feudal Lords* is a relatively simple medieval strategy game, for one to four players, each playing a feudal lord. The play, which takes place on the restricted area of Euthrania, is divided into small sections. The winner is decided when one of the lords takes possession of all of the territories. You lose when your own home territory (the one containing your castle) is taken by another lord.

There are many detail factors that are supposed to govern your strategy. For example, your economy includes such subjects as trade, taxation and so on — the idea being to exploit the peasants for as much cash as possible without getting kicked out of office. Your popularity is deemed important: people will migrate to your lands if you are popular (thus you can raise bigger armies, raise more crops, make more cash, build more castles, etc). Acts such as building churches will make you popular and the church will also encourage a higher birth rate (increasing the population, your army, etc). Another way of making cash is to invest what you've got into crafts or markets.

Diplomacy is encouraged. You can enter non-aggression pacts with your three neighbours for varying lengths of time, or you can sponsor assassination attempts or even plot against your fellow lords.

On the whole you might think that *Feudal Lords* offers an encouraging blend of strategy and tactics, but actual gameplay doesn't live up to the early promise. The trouble with this game is that it is too heavily weighted towards combat (the economics do not make a whole lot of difference) and the artifical intelligence is, on the one hand, too predictable and, on the other hand, unfair towards the player during one-player games. The opening play of the game is a mad dash to scoop up all of the neutral territory. Afterwards one of the popular modes of play involves a stagnation while the other three lords talk amongst themselves. While they are doing that one of the three hits you with everything he's got.

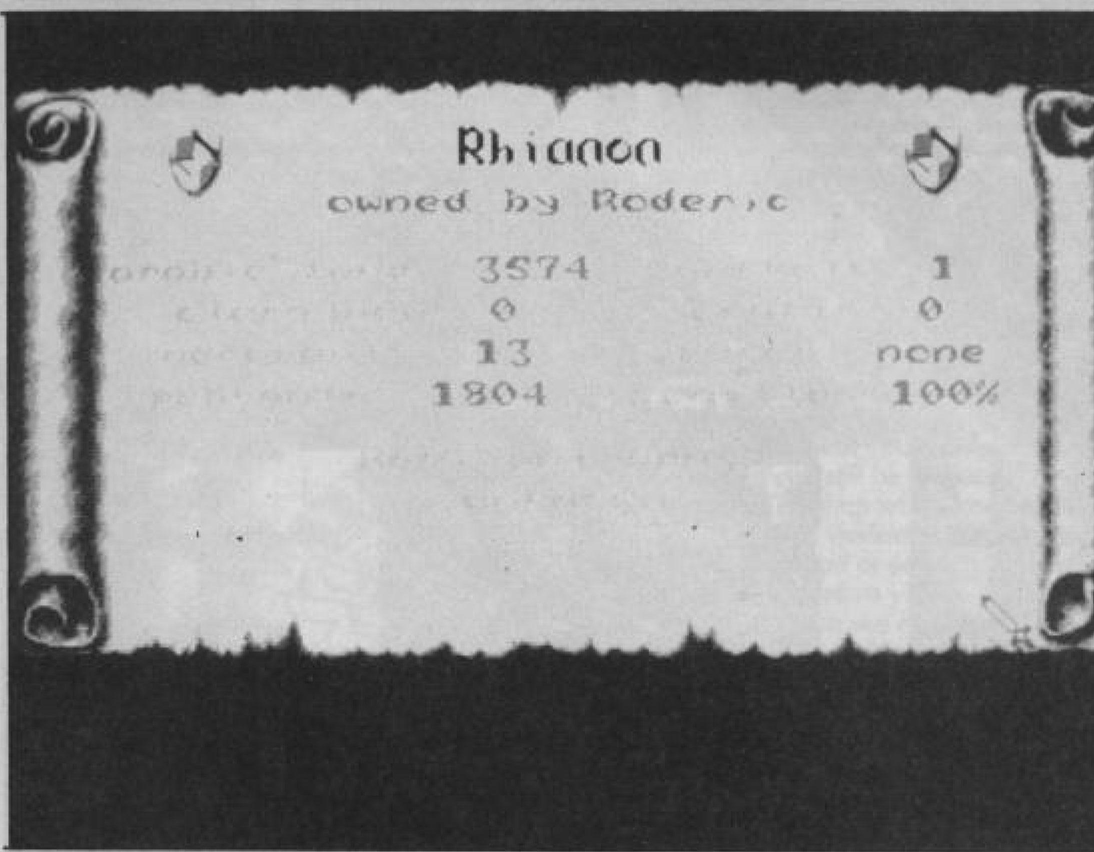
The turn method is unfair too. Instead of the game allowing simultaneous orders to be fed into the play, you are treated to a random turn method. Hence you may be first to make a move on turn one, third to move on turn two, etc. This sometimes leads to your worst enemy having the last move on one turn *and* the first move on the next turn, in effect giving him two consecutive turns. When the position is critical this sort of potential to wreak havoc can be devastating — all because of the poorly designed game system!



The theories of combat integrated within the game are fictional and poorly managed. Far too much emphasis is placed upon the knight as the all-important power in the game and too little credit is given to the bowmen who are not, according to the manual, very useful in normal battle — ever heard of Agincourt, Impressions?

The manual comes in for more criticism with its poor explanation of the menu options. At one point I accessed a screen with three menu titles (Passage/Attack/Join). No explanation was given as to what it all meant. Okay, attack is one thing but 'Join' and 'Passage'? Evidently, Impressions believe we are all mindreaders.

Disappointing gameplay, poor game design, a shoddy manual, the game crashes when you lose... need I go on?



PRESENTATION 40%
GRAPHICS 70%
SOUND 68%
HOOKABILITY 35%
LASTABILITY 21%
OVERALL 44%

TIME THIEF

Big Sky, C64
(Available from: *Big Sky Software, 35 Old Evanton Road, Dingwall, Ross-Shire IV15 9RB.* Price £5.00. Overseas add £1.00. Cheques/POs payable to D Macleod.)

Recently re-released by Big Sky software, *Time Thief* is a disk-only text-adventure written by Don Macleod. The game arrives on one disk and is divided into two parts: 'Shadows & Light' and 'Ironhand'. The plot surrounds a company who deal in'Timeshare Travel' — a fascinating concept where you borrow time from your old age to use on your holiday. So if you're 18 you might want to 'use' your 77th year now, on a time travelling holiday, rather than later on when you might be too ill to enjoy it! You'll die at a younger age (say, 40), but by the wonders cf Timeshare would still have 'lived' your full life span.

This process was working quite successfully until people start returning from their time travel crippled, maimed and so on. Top academics suspect there's a time thief and one of them, Jocasta, travels to a time and place where they suspect it's happening. When she disappears it's your turn to risk life and limb.

Time Thief is a tour de force in C64 adventuring. Probably the most amazing aspect of this game is sheer amount of text with minimal disk access! Now why couldn't Infocom do that? Don's combination of the Quill utility and his own machine code routines is amazingly efficient.

The game, which mixes fantasy and SF very successfully, oozes atmosphere and will reward careful examination of objects with flowing and elegant prose. Although *Time Thief* uses the Quill, and therefore only allows the basic two-word input, you shouldn't be put off because the game design never really exposes this limitation as two-word inputs are all you ever need anyway.

With a wide range of puzzles (some comparatively easy, others pretty tough), beautiful text descriptions and responses, plus all the atmosphere you could wish for in an adventure, this is an essential purchase.

ATMOSPHERE 96%
PUZZLE FACTOR 92%
INTERACTION 88%
LASTABILITY 90%
OVERALL 95%

HATRACK II

Heyley Software, Amiga £29.95 (inc P&P) (Available from: Heyley Software, 27 Winnington Road, Marple, Stockport, SK6 6PD.)

The one utility that the Amiga has been crying out for is a decent adventure writing utility. There are one or two half-heated attempts out there but nothing that makes your heart beat faster. Enter Heyley Software's attempt — *Hatrack II.* So what happened to '*Hatrack I*'? Well, *Hatrack II* originated from a BBC utility, *Adventurescape.*

Arriving on one disk, contained in a sturdy wallet plus a nicely printed and bound 106-page manual (with only one or two spelling mistakes noted), this utility was created using HiSoft's BASIC compiler by Tony Heap.

The utility is very BASIC-like in use, actually, with lots of IFs-ENDIFs and FOR...NEXT loops and all that. Anybody with a smattering of programming experience or who has used AMOS will have no problems with *Hatrack II.* The raw beginner, though, should think twice. I would advise them to try to grab a friend's copy, look through the manual and see if the explanations hit your wavelength. If not you might be wiser to approach one of the BASIC beginner textbooks that take a more leisurely and structured approach to programming.

Back to *Hatrack* now, and a look at the meat of the utility's features starting with the parser. The *Hatrack* parser is an excellent property of the utility. For example the parser accepts ALL or EVERYTHING. One of the irritating features of many parsers is their stubbornness. Thankfully, in *Hatrack* you can examine shoes without, as in other parsers, having to examine every different type and coloured shoes (ie exam red shoes, exam blue shoes, etc). You can also use THEN and AND which are ideal linking words that save valuable time. IT, THEM, HIM and HER are also recognised so, to use a manual example, GET BAG AND PUT STONE IN IT will work as you expect. You can also say GET BREAD and then, on the next input, type EAT IT. Good, eh? Another

nifty feature is the possibility of linking objects. For example, you can say GIVE BALL, BAT AND MOUSE TO JIM.

Containers are also supported as well as the handy OOPS feature that takes you back a move. Brief/Verbose location descriptions can be ordered and an on-screen compass may be placed upon the screen to be activated by the mouse.

Creating your adventure is done via a number of well-laid-out windows, accessed via a menu, displaying all of the necessary prompts and edit options. For example, in the Location edit window you will see, at the top of the screen, a Summary title (eg 'outside the house'), under which is a Description heading. Here you type in the location description ('I am standing outside the red house, the wind is blowing, etc').

From this window you can say what location you will end up in if you move in any of the compass directions.

At the moment, *Hatrack* doesn't allow you to include graphics in the game (an upgrade is promised) but you will be able to say what graphic goes with what location description from this edit screen. There are a number of clickable gadgets, too. A pair of arrows allows to scroll through the locations, Goto takes you directly to a location, while Search specifies a particular text string search. You can also Delete a current entry and Clear a location description. Every edit window (messages, words, variables and puzzles) has a similar 'feel' which gives a friendly look to the utility.

Hatrack II can be recommended as the best Amiga adventure utility around. It's a pity that graphics are not available, but this will, hopefully, be solved with the next update. In addition, the BASIC-look may frighten some users. The actual programming side of things could have been a little friendlier and Heyley could have given the user more features, as options, to soften the blow (as the PC/ST utility, *AGT* does). However, these minor criticisms take nothing away from Heyley Software's achievement. I look forward to seeing regular updates to *Hatrack II* that build upon this impressive first release.

OVERALL 81%

WOLFPACK

Novalogic/ Mirrorsoft, Amiga £29.99

Centred around a number of World War II missions, *Wolfpack* lets you command either one or more German submarines, or Allied surface ships. The game is played via a central control screen from which info such as the damage screen can be accessed. Other facilities include a strategic map to view the battle area, time accelerator, speed and compass indicators and a nifty zoom function which turns the view into a binocular display.

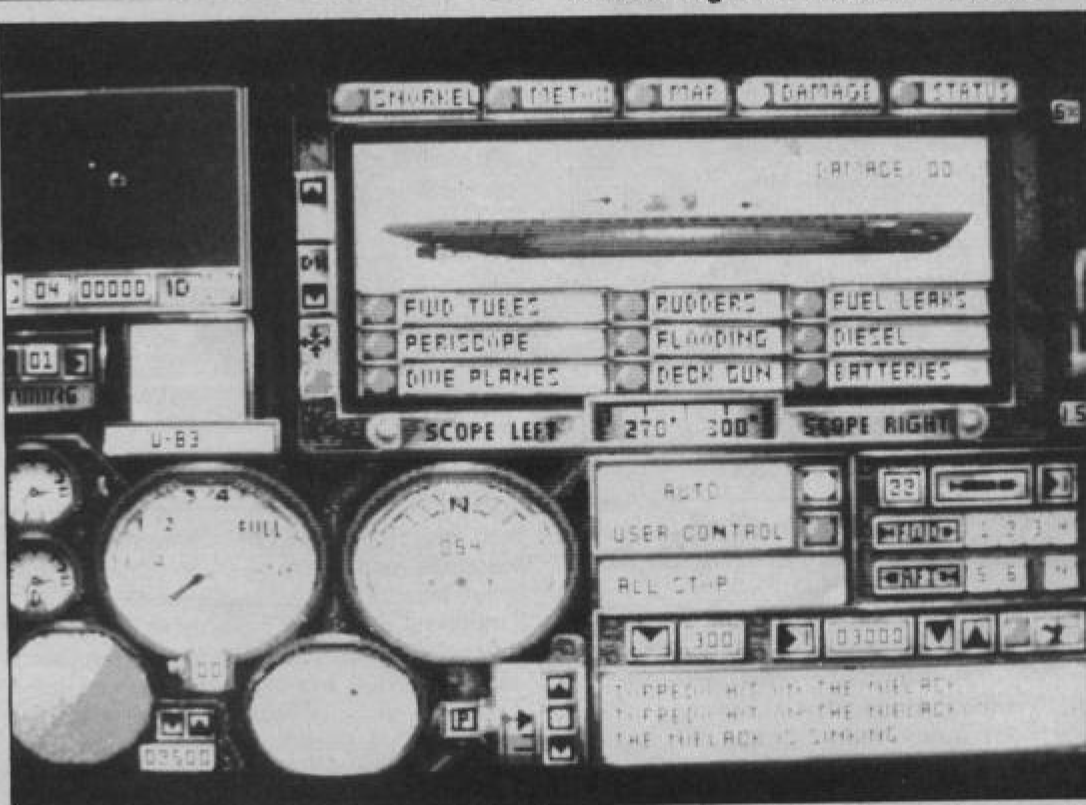
U-boats feature various depth/dive gauges, periscope, plus a deck-gun (with elevation and range controls) and torpedo control panel. Controlling the destroyer gives rather different controls such as sonar, hedgehog (forward-facing mortars), depth charges and so on.

The most important feature in *Wolfpack* is the ability to work as a team — essential as most of Germany's sub success came through this group tactic. A number of captains (all with different characteristics such as being relentless, cautious, etc) control each sub, although you can assume direct control of any sub at any time. A similar option is available for the destroyer captains. Alternatively you can give general orders to captains such as Anchor, Shadow and Patrol.

Graphics are good (similar to *688 Attack Sub*, in fact) with reasonable sound effects. They add to the atmosphere giving the usual submarine-type sound effects of radar 'pings', explosions, etc.

There are a number of criticisms to be levelled at *Wolfpack*, however. The two-player mode is a bit of a botch job. Initially, it appears to be quite innovative where the sub screen appears for a set period, following which the view switches to the surface player. While adequate warning time is provided, the entire play sequence does not allow for consistent or useful offensive/defensive plans. This system is not as good as true modem-modem play.

Also beware the enemy merchant gunners. While historical merchant shipping had atrocious gunnery, the computer gunners are deadly accurate. The documentation can also be erroneous. It notes that engaging an oncoming escort 'down the throat' is an effective tactic. Generally, such a manoeuvre is risky in the extreme — the destroyer presents its smallest target and the sub cannot dive

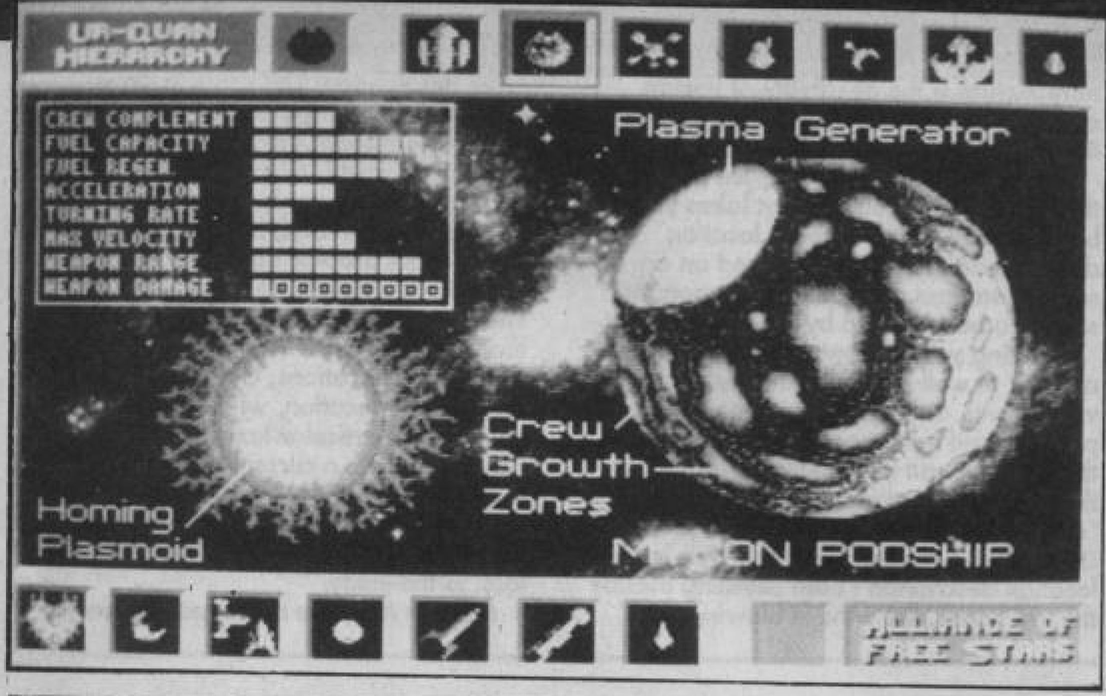




deeply enough to escape if it misses. There were other niggly design factors which I don't have the space to mention.

Overall, there are too many compromises with reality for *Wolfpack* to be considered as a true simulation. In fact, it's more like a modern submarine simulation than a WW2 era exercise since you can engage the targets without use of the periscope. However, despite the lack of simulation realism *Wolfpack* can still be enjoyed as a 'game'. The multi-captain feature is a nice addition and it would be nice to see this taken further for a sequel — bringing role-play elements more into the design. In addition, I missed a campaign option (as seen in Microprose's *Red Storm Rising*) which would extend gameplay.

PRESENTATION
83%
GRAPHICS
80%
SOUND
74%
HOOKABILITY
72%
LASTABILITY
70%
OVERALL
73%



STAR CONTROL

Accolade, C64 £10.99 cassette, £16.99 disk; Amiga (1 Meg only) £24.99

The year is 2162, and the Earth has a treaty with the Alliance of Free Stars. It appears that the alliance is under threat from an evil empire, the Ur-Quan Hierarchy.

From the initial menu, you can choose two purely arcade selections: the practice or melee (both ship-to-ship combat), or you can dive into the Full Game where a semblance of strategic play comes into effect with mining, colonising and fortifying as options. This Full Game area comprises of nine different scenarios, the first choice being aimed towards the beginner. For those players who skip through all nine missions you have the option of editing and creating your own with a separate customisation utility.

For those readers looking for some serious strategic play within *Star Control* I have some bad news, there's not a lot here to get your teeth into. Yes, you will need to mine and colonise to form some sort of economic base before going for the alien's throat, but you tend to feel that serious thought is wasted as most of the strategy tends to become a pretty random affair.

The arcade ship-to-ship combat can be fun, for a few minutes, but then you shouldn't be buying *Star Control* for the pleasure of shooting aliens. There are far more superior arcade games out there which specialise in blasting and maiming.

The good points to *Star Control*? Well, the graphics are nice and the sound is okay and the...erm...well that's it really.

The bottom line? Forget it.

PRESENTATION
87%
GRAPHICS
76%
SOUND
80%
HOOKABILITY
42%
LASTABILITY
48%
OVERALL
53%

TYPHOON OF STEEL

SSI/US Gold, Amiga £29.99

While *Typhoon* is a stand-alone game, its mechanics and operations are such that it is the Pacific mirror of *Panzer Strike* that many Amiga wargame enthusiasts have requested. You may command the Americans, Japanese, British and Germans in areas of conflict including the Pacific, Europe and Asia.

Typhoon has many good points such as a DIY scenario utility. The features are easily accessed, including the map maker and unit designations — although you are restricted to unit mix and terrain type. The command emphasis is another good point as you can play with limited or full communications. The former emphasises the reality of WWII combat operations and the limitations of chain of command but the latter is available if the 'fog of war' proves frustrating.

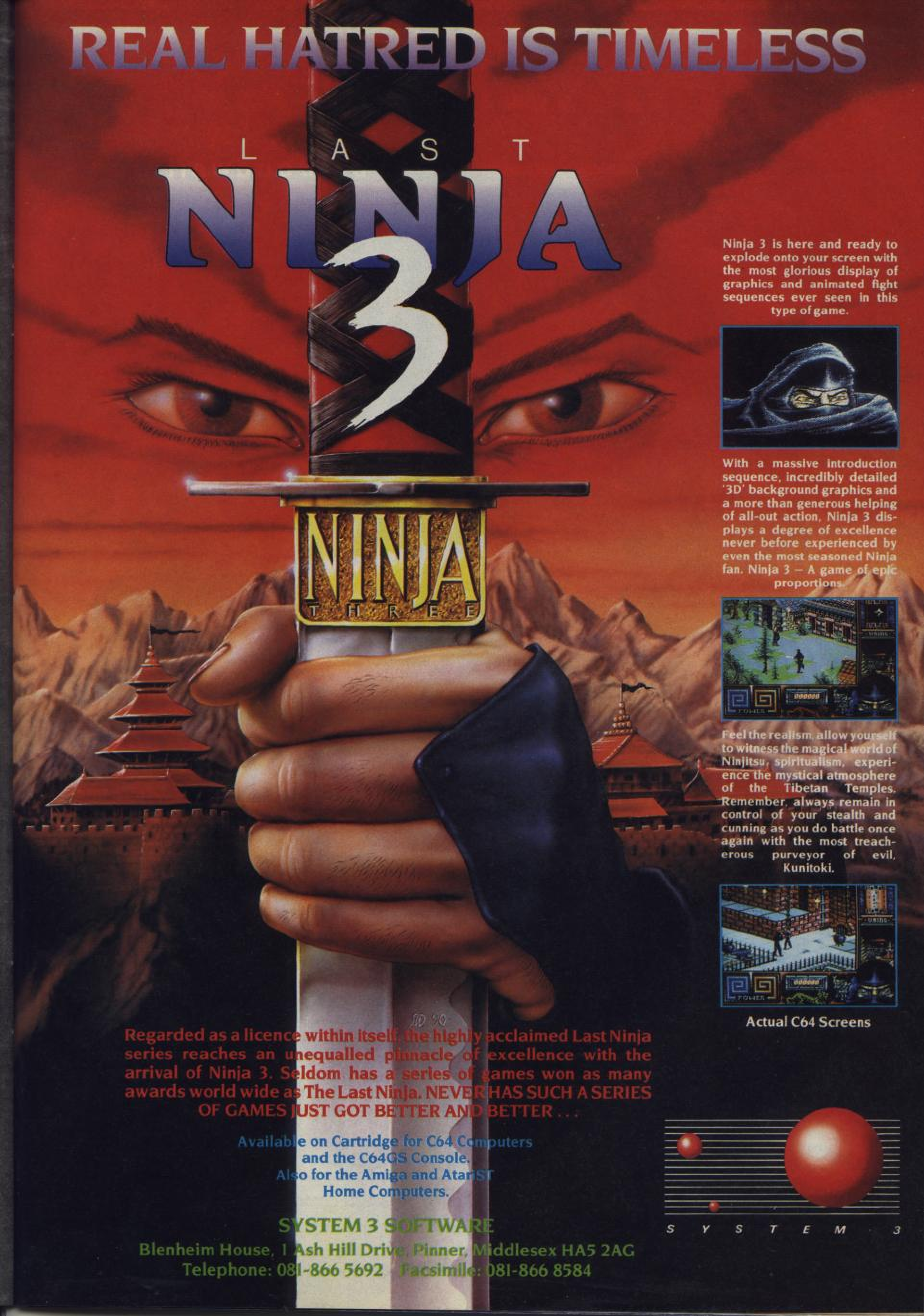
Also, in the campaign game, you can take a battalion-sized, or smaller, force through WWII. Updating weapons efficiencies and morale will show effects as early losses can escalate into brittle units suffering from combat fatigue.

Unit and weapon detail is excellent, right down to squad level. I was, however, a little surprised at some of SSI's weapon ratings. A 16-inch gun with a 'zero' penetration rating?!? Come on guys. Even a heavily armoured vehicle is going to be more than scratched if one of those 16-inchers lands on top of it!

On the negative side, the game takes a long time to play and there's no mini-scenarios for a quick bash. In addition, the game interface is cluttered and old-fashioned, demanding plenty of patience and persistence. Also, although a number of terrain types are available you are not given any pictorial representation of each type. This is especially confusing as certain terrain types are the same. For example, Pacific wheat (level 1 or 3) is the same as stone buildings (level 1 or 3). Also, you may find that, in combat, some units freeze when found by the enemy in the open. I never saw any units dash for cover — a logical response, surely?

Even though there are a number of valid criticisms that can be levelled at *Typhoon*, the game contains a lot of worthwhile detail and has plenty of ambition with its long-lasting campaign scenario.

PRESENTATION
72%
GRAPHICS
70%
SOUND
44%
HOOKABILITY
70%
LASTABILITY
80%
OVERALL
78%



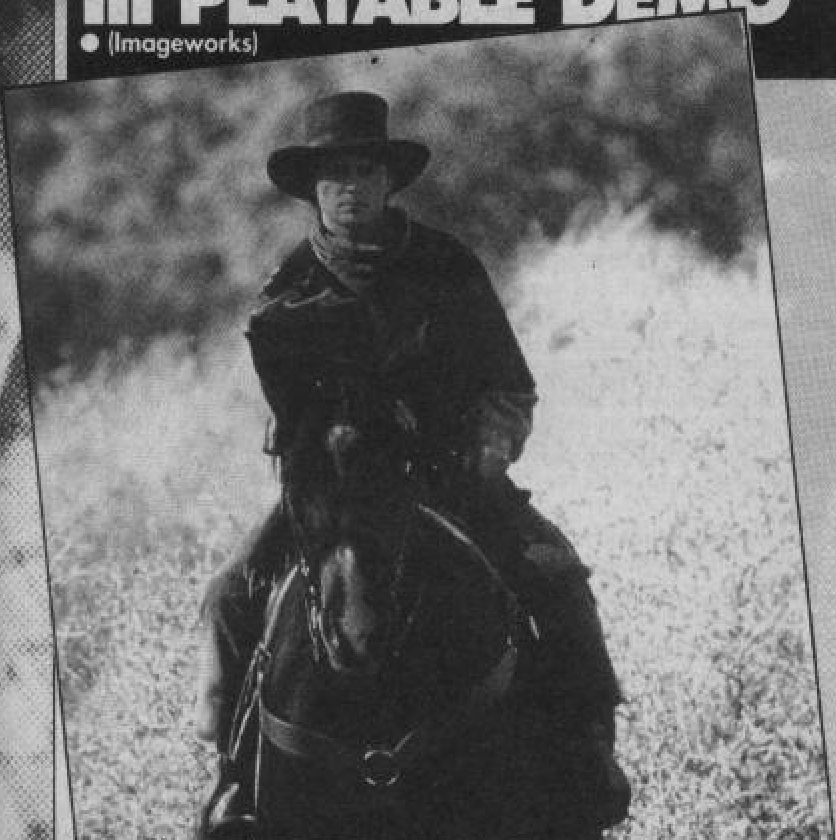
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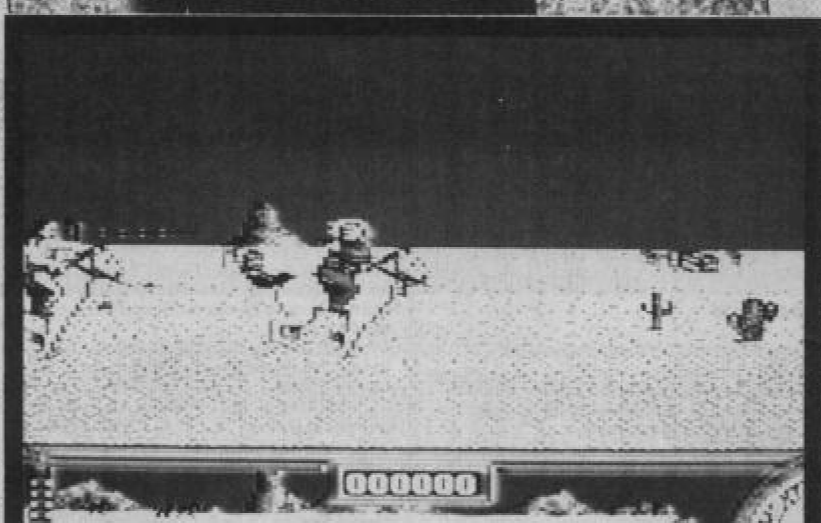

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● (Imageworks)



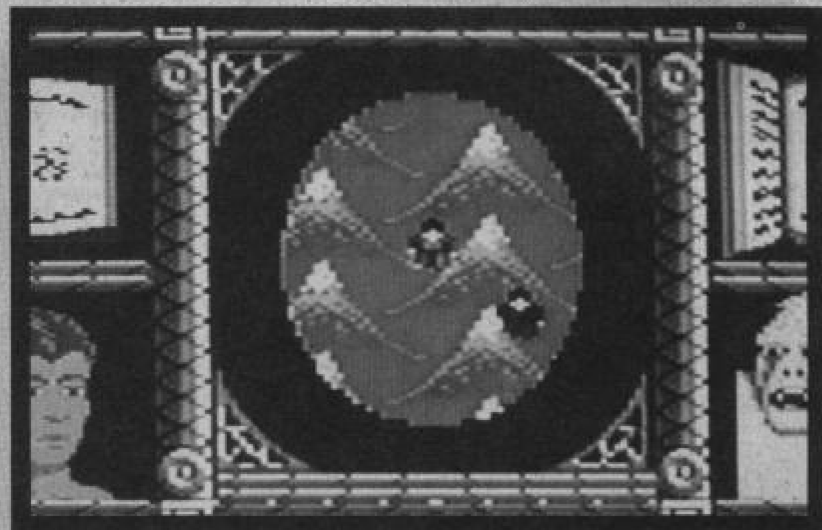


The final part of the epic sci-fi trilogy featured Marty taking the De Lorean time machine back to 1885 to rescue the Doc from a fatal gunfight. An appearance by ZZ Top, a romance between Doc and a school teacher, plus some spectacular locomotive effects made this a fittingly impressive movie. Probe Software were given the job of producing an all-formats conversion even before *BTTF II* was on the shelves. The finished game boasts four multiload levels: an epic horse chase featuring side-on and overhead views, a slick shooting gallery section, a comic shoot-out where Marty hurls plates against the baddies, and finally a stunning race across the top of a speeding express train. It's a big challenge and those generous people at Imageworks and Probe have arranged to give you a little taster of the action!

One of the most impressive scenes is where Doc races along on horseback in level one trying to catch a runway carriage. In this fully playable demo you must make Doc leap over ravines, shoot pursuing Indians and duck flying luggage. The demo ends before the overhead section, but complete with a rousing soundtrack this fully illustrates Probe's high production values. The finished game should be out very soon for £10.99 and £14.99 on C64 tape and disk. An Amiga version is also imminent for £24.99.

WIZARD WARZ

● (US Gold)



Please take note. Wizard Warz is a multiload game, therefore once a level has loaded, stop the cassette recorder. When you have completed a level press PLAY to load the next level. If you fail to complete either level 2 or level 3 and wish to play the game again, rewind the tape and press PLAY. You will restart the game from level 1.

OBJECTIVE

The player starts as a 'junior' wizard with relatively little power and few spells to start the game with. His ultimate aim is to become the chief wizard by beating the seven greatest magicians in the world.

When a monster is close its picture is displayed on the right-hand side of the screen. The player picture on the left-hand side is always visible, there are three different player illustrations showing at which level play has reached. When the player comes into contact with a monster in levels one and three, or selects a monster in level two, a combat arena is displayed in place of the map. The combat arena shows the player and enemy sprites and has obstacles in the form of holes in the patterned playing area. Combat shows the two forms. The player and monsters cast and throw spells (monsters are also able to cause damage by touching the player character).

Spells can alter the vision of the target making movement and combat more difficult, cause damage to the target, prevent damage from some enemy attack, delete or steal enemy spells, alter the movement ability of the target.

The player or monster has a limited maximum number of spells. As he progresses, the player will fill up his spellbook and will have to make certain decisions as to which spells are most useful. This will depend on how skilfully the game is played. Both the player and his enemies have energy in three areas being used up by movement and spells:

PHY — PHYSICAL, SPI — SPIRITUAL, MEN — MENTAL. Energy may be regained during the game in a number of ways, such as eating food, winning combats and by transferring from category to category.

LEVEL 1

The player moves around a large scrolling map on which are found seven cities and six monsters. Each monster is a treasure guardian and each treasure belongs to a city. When the player visits a city for the first time he will receive one food, if the player returns a treasure to the city to which it belongs he will get two food. When all six treasures have been returned to the relevant cities the player can go to the second level by visiting the seventh city.

LEVEL 2

A series of combats which are intended to decide if the player is suitable to challenge the seven wizards. This level will allow the player to gain more spells which will be needed in the final battles. There are approximately 30 different monsters on this level that had widely differing strengths and vulnerabilities. Three of the monsters each have in their possession a magic item that any wizard must possess and only when these have been gained can the player proceed to the third and final level. The player can choose to combat the monsters in any order and as he gets to know the game, the player may decide not to fight certain monsters at all, if his strategy or style of play does not use the spell that a monster will give him as a reward for victory.

LEVEL 3

This level will take the player in turn to the strongholds of the seven wizards. The player will explore each wizard's den and encounter the creatures that the wizard in question keeps as guards — these monsters are new and unfamiliar to him. Eventually when the guardians have been defeated the player will meet and fight the wizard. The wizards are arranged in order of toughness.

CONTROLS

Joystick Port 1
FIRE — Cast spell (View next monster in part 2, selection phase).

Keys
S — Select Page of Select Book.
E — Eat food (get max PHY) or Enter combat from solution phases in Level 2.
T — Transfer MEN to 2 SPI.
X — Erase current spell (or accept victory prize displayed).
V — Reject victory prize when displayed.
F - Transfer 1 SPI to 2 PHY.

SCREEN LAYOUT



LEVEL 1

(a) To begin your conquest you must select four spells. Once these have been selected you can start.

Available spells are displayed sequentially on the right hand spell book.

Press FIRE to get the spell displayed currently.

Press S to turn own spell book to a blank page before making a selection.

Press X to drop an unwanted spell.

When the player has four spells, press E to continue to the game. You will find yourself on a rolling landscape. You can explore the landscape and will find a variety of terrain as well as towns and monsters. (Monsters are represented as figures). To fight a monster place

yourself near to it. To visit a town walk through it. Once you have fought and beaten a monster you will be rewarded with an item.

(b) Collect and return six items (CHALICE, ORB, SWORD, CROWN, KEY AND ERMINE) to their correct towns, then go to the seventh town to set sail for LEVEL 2.

PHY points are deducted at a rate determined by the type of terrain currently occupied by the player.

VISITING TOWNS

Visiting the (unidentified) port has no effect unless all six items have been returned. Visiting a town, other than the port, for the first time without the relevant item, the player gets one food. If the player visits with the relevant items, it is exchanged for two food.

There are six monsters to be found on the map, each possessing one of the six items.

COMBAT

Unless a player has cast 'FLY' he will fall through gaps in the combat map, suffering PHY damage and leaving the combat.

The player will receive no contact damage, but all opponents will reduce his PHY and/or SPI to some extent on contact.

The player will die if any of his attributes fall to zero.

Press FIRE to start a new game (Level 1 only).

Monsters are killed if any of their three attributes fall to zero.

Note that most monsters begin combat with one or more of their attributes already at zero, this means that they are immune to damage in these categories and do not count them in the above condition.

LEVEL 2

N.B. Once defeated, a monster may not be re-selected.

(a) SELECTION PHASE: Press FIRE to view monsters and E to enter combat with it.

(b) When the player kills a monster, he will be rewarded with one of the following:

1. A SPELL — displayed on the right-hand spell book.

Use S to turn own spell book to a blank page or unwanted spell. Then either press X to accept — the spell will then be copied to the current page of the spell book (any spell already on that page is lost) — or press V to reject it, getting an appropriate attribute bonus as compensation.

N.B. A spell cannot be accepted if the spell book is on the familiar page.

2. A FAMILIAR — displayed on the right hand spell book.

Either press X to accept it (any current familiar is lost) or press V to reject it, getting an appropriate attribute bonus as compensation.

3. COMPLETE REJUVENATION — (i.e to 46pts) in one attribute category.

4. AN ITEM — added immediately to the player's inventory.

Three items: A WAND, RING AND DAGGER, are required before you may proceed to Level 3.

FAMILIARS — displayed automatically at start of each combat:

CREATURE	EFFECT
Cat	Owner ignores STUN
Crow	Owner always has MAXIMUM VISION
Rat	Owner ignores FEAR
Frog	Owner ignores FORGET

LEVEL 3

The player must defeat seven Mages in order.

Each Mage also has a familiar. A Mage's attributes are NOT REDUCED by his own SPELL CASTING, only by damage received by the player's spells.

After defeating a Mage, the player's attributes will, if not already sufficient, be increased to match those of his next opponent.

MAGES (in order of appearance)

WOLF LORD
BEAR LORD
IMP LORD
OGRE LORD
GRYPHON LORD
CRYSTAL LORD
DRAGON LORD

MONSTERS

KEY:
P — PHYSICAL, S — SPIRITUAL, M — MENTAL

SPELLS

KEY:
M — MISSILE, R — RING OF PROTECTION, I — INSTANT

S — SPIRITUAL POINTS, p — PHYSICAL POINTS, m — MENTAL POINTS

For vital information on the Mages, Monsters and Spells in Wizard Warz,use your crystal ball to take a magical look in the Pig in a Poke tips section this issue.

WINTER CAMP DEMO

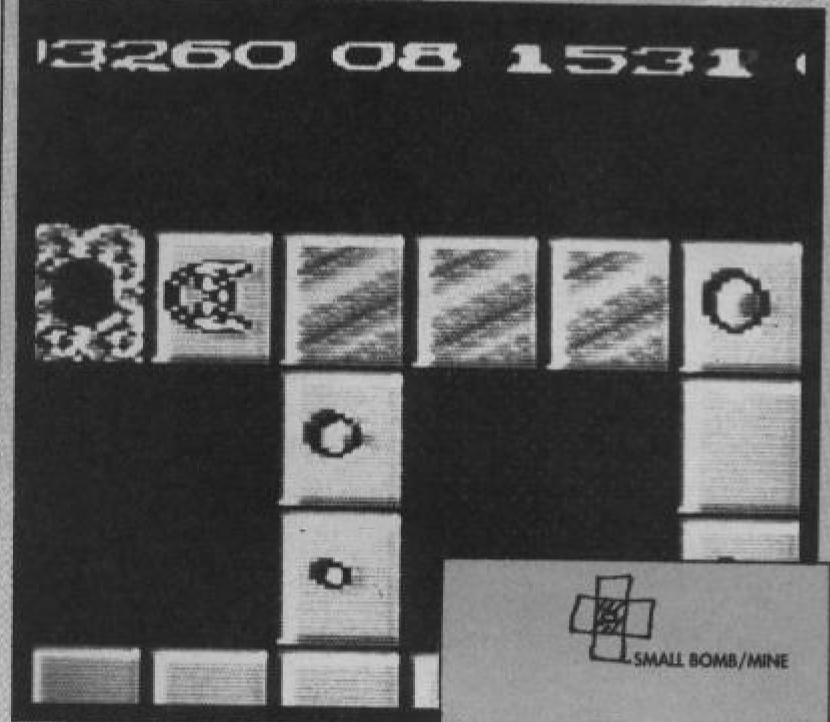
● (Thalamus)



After the success of Maximus Mouse in his first *Summer Camp* outing (released for Xmas), John Ferrari is aiming to complete *Winter Camp* for the peak of Summer! Bravely he's decided on a completely different approach for the sequel, scrapping the flickscreen arcade adventure approach in favour of a supersmooth scrolling all-out arcade challenge, probably with a couple novel of sub-games as well. It's early days yet, but this hilarious rolling demo is packed with cartoon-style touches which promise an awesome finished game. Keep reading ZZAP! for more details on this stunning project.

BOMBUZAL

● (Imageworks)



OBJECTIVES

The whole reason for your existence is to blow up bombs. Each level must be cleared, within a time limit, by destroying all the bombs and mines on it. Naturally you must ensure that you don't blow yourself up, or fall off the tiles that make up the levels! On some levels there are beasties who will get in your way and attempt to kill you but there are also helpers, who will blow up bombs on your behalf.

CONTROLS

Joystick only. In port 2.

Title Screen

The game has two playing modes:
2D game: Plan view.
3D game: Isometric view.
Restart: Start the game from the beginning.
Continue: Continue from the level that you were on in the previous game.
Commodore key: Enter secret codes, which you will be given during play, that will allow you to start the game at a higher level.

To choose an option, move the joystick so the required selection is highlighted and then press the fire button.

During the game

Commodore key: Quit
Space bar: Brings up a map of the current level and pauses the action BUT doesn't stop the clock.
To activate a bomb, a droid or to flip a switch — move onto its tile, press and hold the fire button down for the duration of the countdown. The bombs will not detonate until you move off the tile.
To pick up a bomb move onto its tile and press the fire button quickly. To drop a bomb move onto a tile with a slot in it and press the fire button quickly.

GAMEPLAY

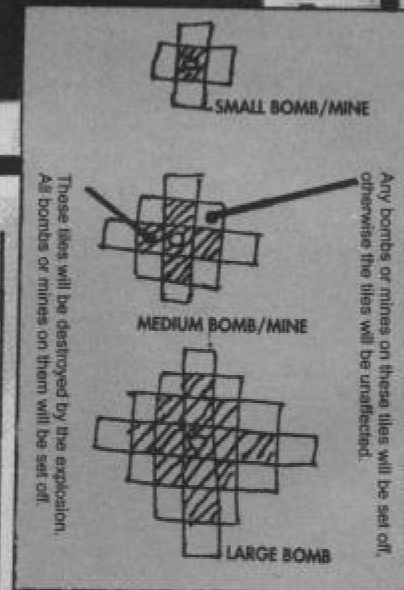
During the game, the status displays the following information:
Current score; Number of lives, Time remaining, Current level, Number of bombs/mines remaining on the current level.

TILES

Each level is made up of different kinds of tiles:
Normal — These will be completely destroyed by explosions.
Slotted — These will also be completely destroyed by explosions BUT bombs that are on these tiles can be moved along the slots in other slotted tiles. A bomb cannot be carried to a tile without a slot.
Riveted — These will NOT be destroyed by explosions.
Dissolver — When you move off one of these, it will disappear.
Ice — You cannot stop on these — when you move onto one side you will slide until you reach the other side of it. If it is next to another ice tile you will carry on sliding until you meet another tile or fall off the edge.

BOMBS AND MINES

When a bomb or mine is detonated it will destroy tiles and set off other bombs and mines within its blast radius.



Swell Bombs — These are bombs which change size, varying between small, medium and large.
A-Bombs — When one of these is detonated any other A-Bombs on the level will be set off automatically.

OTHER FEATURES

Power Temples — If a bombs explodes next to one of these, the explosion is sucked into it, causing it to explode, but containing the blast.
Teleport — These will teleport you to another space on the level — whether there is a tile there or not. Whilst you are teleporting you are immune to explosions.
Spinner — If you stand still too long, not only does your time limit expire quicker but a spinner will appear and shoot you off the tile in a random direction.
Switch — Flipping a switch will cause a section of the level to change in one of a variety of ways. The switch will then toggle between this new state and its previous one.
Bubble (Droid) — When Bubble is activated you take control of him. He behaves exactly as you would, but once he has detonated a bomb or mine he will die.
Squeak (Droid) — He is just like the Bubble except that he will detonate the first bomb he comes across.

When you are in control of a droid you are immune to the harmful effects of your enemies BUT be careful not to blow yourself up.
Sinister (Enemy) — An enemy that moves around the tiles. Sinister will turn to the left whenever possible.
Dexter (Enemy) — As Sinister, but turns to the right whenever possible.

You will lose a life if you make contact with any of the enemies. However, you can destroy them by blowing up the tile they are on or protect yourself by isolating them on a tile.

If your amazing ZZAP! Megatape proves to be faulty, have no fear. Just bung it in a jiffy bag and send it to *Newsfield, The ZZAP! Megatape Clinic, Ludlow, Shropshire SY8 1JW.*

BLITZ!

loads of games for not much cash!

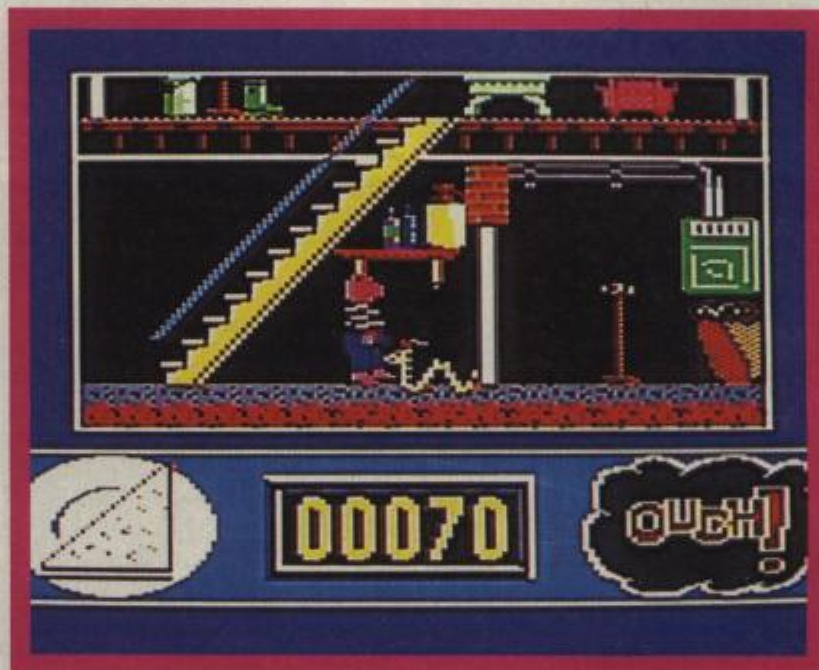
pocket money purchases

HUXLEY PIG
● Alternative, C64 £2.99

Huxley is a pig who dreams of flying — not by sprouting wings but by piloting an aeroplane! Pretty unlikely, huh? Well Huxley's daydreams are particularly vivid, three of them being subgames in this computerization of the porky TV character.

Before each dream, Huxley must gain inspiration from an appropriate toy (eg an aeroplane for flying) and set of clothes. Starting in his bedroom, Huxley explores his large four-storey house. Unfortunately, the place is infested with creepy crawlies which zip across the floor, reducing Huxley's points on contact. Huxley can dodge them by jumping over them or onto some furniture. Larger pests include Horace the Rodent (who won't let you past unless you find him a spanner), Sidney the Snake (whose bite reverses your joystick controls — until you find the first aid box), and Sam the Seagull (who steals any toy Huxley is carrying). Even worse, guarding the door to the toyroom is Vile Vincent the Vampire Pig! You need a cross to get past him. As you'd expect from some so porcine, Huxley always carries a large plate of sandwiches (hopefully not ham!). If the plate is ever empty Huxley dies, so frequent visits to the kitchen are in order.

When Huxley has found the toy and clothing he can return to his room for a daydream (the subgames). The first is 'Huxley Airways', a horizontal scroller with Huxley's plane avoiding other planes and balloons while collecting hearts. 'Pizza Pizza!' involves guessing the four ingredients of a pizza, 'Mastermind' game style. Finally, 'Speedboat' is another horizontally scrolling section with Huxley's boat avoiding boats, turtles and logs while collecting tuna fish.



Obviously, *Huxley Pig* is geared to the same age group as his TV audience, so sort-of-cute graphics are accompanied by extremely simplistic gameplay with the total absence of any violence whatsoever. As with Alternative's previous children's TV licences there's an easy/hard mode, but even the latter won't prove any challenge to experienced players. Younger Huxley fans should find it quite fun, if repetitive, while everyone will be amused by the 'flatulent' theme tune!

OVERALL 62%

KENTUCKY RACING
● Alternative, £2.99



Hooray, a day out at the Kentucky Derby! Well, not quite. If you've ever been to a funfair you'll have seen the stall where people sit down and frantically throw balls into holes to move their plastic horses along, the race winner getting a prize. Well, *Kentucky Racing* is a simulation of this 'sport'.

One or two players compete along with one/two computer opponents in nine classic races including the Kentucky Derby — but really only two types of race: flat and hurdles. A disembodied hand appears below each player's 'table of holes', an aiming cursor automatically moves left and right: you press and hold down fire to stop it and select power. If the ball goes in a hole it moves your horse a bit further along. The more distant holes move your horse a greater distance while only certain holes will make your horse jump over a fence. In easy mode the holes are easier to hit and you only need to finish second to avoid losing a credit.

While the real thing is frantic fun, *Kentucky Racing* wasn't really a good idea. The aiming system is very crude, requiring more luck than skill, and three horse-races hardly offer much depth of challenge. The only minor amusement comes from the strange shaking movement of the hand before it throws out a ball — a gesture indicative of this lame game's quality.

OVERALL 18%

BUDGET!

WINTER OLYMPIAD
● MicroValue, £2.99 (Rerelease)

Originally *Winter Olympiad '88*, this Tynesoft release was reviewed on the same spread as *Galactic Games* back in Issue 34. Both are heavily multiload with five events which can be played singularly or all together. However Tynesoft's events are a lot less bizarre. Event One is the Ski Jump which uses two screens, the first showing the skier descending the jump (press fire to leap) and the second showing (hopefully) his safe landing with skis held together and dipping just before impact. It's familiar stuff, but dull to play with finicky control on the skis.

Event Two isn't much better, although graphically ambitious with your skier making his way through a 3-D forest, jumping logs and dodging trees. Unfortunately it's too slow with overly sluggish controls. The Biathlon also has attractive graphics, with some nice animation on background screens as you ski past (although the flickscreen is a shame). By rhythmic waggling you finally get to the shooting range with a cursor bouncing up and down — press fire at the right time to get a hit. Sadly the waggling doesn't work too well, and repeating the course four times makes it ultimately tedious. The Slalom is an improvement, a diagonally scrolling event with a very impressive start screen and reasonable playability. The final event is the Bob Sled, with you controlling the vehicle in question as it hurtles into the screen with an alarming tendency to overturn on the mildest corners.

In retrospect the original mark of 53% seems amazing, with both reviewers pointing out the superiority of Epyx's *Winter Games* and the numbing lack of addiction in this graphically attractive, but shallow game. Presentation screens are dire and loading seems to take forever (although Epyx games suffer from that too). Overall, distinctly snowbound.

OVERALL 33%



ROCKET RANGER
● Mirror Image, Amiga £9.99

Cinemaware's tribute to all those old Saturday morning serials first Sizzled onto the screen in Xmas '88. It's story is a SF remix of WWII with the Nazis threatening world domination in alternate 1941. Their secret weapon is bombs made from Lunarium — a substance only found on the moon, where the Nazis have got chain gangs of women to mine it. Why women? Well exposure to Lunarium reduces men's IQ by 30%. Strange then that the hero of the piece uses this hazardous substance to power his rocket pack. Rocket Ranger's task is to stop the Nazi's masterplan by destroying the moonbase. To do this he must travel the world, searching for Nazi rocket factories and collecting enough parts for his own rocket. First though, Rocky must rescue the kidnapped Professor Barnstoff and his daughter, heading for Germany in a Zeppelin. In one of many arcade scenes, Rocky flies into the screen, using his radium gun to shoot down missiles and knock out the gunner, before boarding the Zeppelin. Even then, he must convince the prisoners that he's on their side (via multiple choice conversation). Other arcade sections include shooting down enemy fighter planes, gunning down snipers in a jungle temple and fighting hand-to-hand with a Nazi guard. A certain amount of strategy is provided by the war room where you can assign secret agents to various parts of the world to spy on the Nazis' activities and organize resistance.

Rocket Ranger's presentation is typical Cinemaware with a stunning cinematic intro, impressive flying sequence, highly polished arcade sections and numerous intermission screens. The eerie wartime atmosphere is further enhanced by some superb incidental music, changing for different scenes. In fact, as well as proving an extremely playable challenge, *Rocket Ranger* must rank as one of the most atmospheric games of all-time — an absolute bargain on budget.

OVERALL 93%



SPEEDBALL
● Mirror Image, Amiga £9.99



It's back to the future for this brutal 'sport' which first Sizzled in early 1989 and recently spawned a Gold Medal-winning sequel. The latter, however, is a slightly cleaned-up version — the original is far more corrupt with the bribing of the ref, other officials and the timer. The result can even 'mysteriously' change after the match has finished! During matches there's plenty of barging and thumping, with tiles to collect for various effects including freezing opponents and reversing controls. Unlike *II*, there's only one way to score: in the goals at either end of the arena.

Presentation is as slick as you'd expect from the Bitmap Bros with a neat animated intro, plenty of atmospheric menu screens and options for one/two players, knockout and league. The well-drawn, 'metallic' graphics still look impressive, and are accompanied by some meaty sound FX. As with the sequel, two-player matches are frantic and fun, while the league provides a long-term solo challenge. *Speedball* has been substantially overshadowed by its more sophisticated sequel, but at the new low price that isn't so much of a problem. The extremely fast action, in a claustrophic pitch where rebounds off the walls are critical, offers simple but complusive gameplay. At £10 you really can't afford to miss it.

OVERALL 90%

CJ'S ELEPHANT ANTICS

● CodeMasters, C64 £2.99; Amiga £6.99

As elephants go it has to be said CJ's a little unusual; sprinting along on two legs all the time, spitting high velocity peanuts and pulling out a brolly-parachute whenever he falls off a ledge. Apart from his big ears, trunk and distinct grey colour, CJ really isn't that much of an elephant. David Attenborough might not be pleased but on the other hand who's ever heard of archer Kiwis and bubble-blowing dinosaurs?

CJ is, in fact, very much a *New Zealand Story/Bubble Bobble* type of game. The cutesy story is that CJ has been kidnapped by nasty French people who aim to turn him into a circus performer. But CJ is a Zen-practising elephant who has no need for material reward and as the plane circles Paris he breaks free and parachutes to the ground below. There are four levels before he can once more stroll the African veldt; Paris, Switzerland, Egypt and Jungle. On each level the objective is to find the exit, which is always guarded by an end-level monster. The levels are a familiar blend of a platforms-and-ladders maze (dotted with spikes, moving platforms, water and other hazards) and various nasty creatures. Some creatures leave special objects when shot, such as limited invulnerability or bombs. The latter are thrown by pulling down and are very useful for rolling down to enemies waiting on a lower level.

Uniquely for this type of game there's a simultaneous two-player mode. This works by the scroll focusing on one elephant — if the other falls off screen and doesn't get back within a few seconds he loses a life and is put back besides the focus elephant. This is a little awkward and unfair, but on the whole works surprisingly well. If you complete a level there's a horizontally scrolling subgame where the elephants ride bikes and must jump over spike pits while catching balloons.





It's doubtful whether there's anything original in *CJ* other than the two-player mode and having an elephant hero, but the game is executed with such panache as to easily lift it to the top of the budget range. The Amiga game boasts attractive graphics and a nice tune, but it's the C64 version that really shines. There's an intro load showing CJ's airborne escape but the game itself is amazingly a single load. In-game graphics easily surpass numerous full-price games such as *New Zealand Story* and *Edd The Duck*, combining attractive backdrops with some excellent sprites which are well drawn and animated. The dancing Swiss girls and snowball-throwing snowmen are particularly good, while end-level monsters are great and the bonus section superb. All this would be of little consequence if gameplay was chronic — but fortunately it's very good on both machines. Unoriginal perhaps, but as playable as anything else we've seen this month. It kept the whole team hooked for several days and although we've already got to level three it's far from easy. Without doubt this is the best original C64 budget game we've seen for years and should kick-start a series to rival the Spectrum's *Dizzy* mania.

C64 94%
AMIGA 84%

DEFENDER OF THE CROWN

● Mirror Image, Amiga £9.99

Cinemaware's debut program established not only the company's reputation, but also went a long way toward making the Amiga's. The superlative graphics and atmospheric soundtrack really did give a cinematic feel. Moreover the structure of the game was squarely aimed at 16-bit machines with fast disk drives allowing the core wargame to be surrounded by numerous multiloaded subgames such as jousting (for territory or skill points), using a catapult to break down a castle's walls and sword-fighting (to liberate gold or save a princess — leading to the famous semi-nude bedroom scene!). Its plot concerns the quest of one of four English warlords to unite all England (and Wales) following the demise of the king. The actual strategy was superbly presented and simplistic enough to appeal to anyone. In fact, the only serious problem with the game was the ease with which it could be completed (the stunning disk-only C64 conversion offered more challenge).

Subsequently there have been several attempts to imitate *Defender*, such as Ubi Soft's *Iron Lord*, but none have bettered it. A stunning blend of strategy, arcade action and quality programming (plus a fair bit of sex appeal), *Defender* is virtually an essential purchase for true Amigaphiles.

OVERALL 78%



BUDGET!

CONTINENTAL CIRCUS

● Mastertronic Plus £2.99; 16 Blitz Plus, Amiga £7.99

Taito's racing coin-op impressed everyone with its stereoscopic 3-D glasses, a feature obviously missing from the home versions. They do have all eight international tracks though, with you having to pass enough computer cars to reach the required qualifying rank. In addition, a series of checkpoints must each be reached within a time limit. The first collision with another car results in smoke emanating from the rear of your two-gear car. If the pits aren't visited pronto, it catches fire and eventually explodes — valuable time is spent waiting for a replacement.

The game received a fairly warm reception back in Issue 55 (74% C64, 73% Amiga) with Stu finding it 'both attractive and fun to play'. Phil was also hooked by the 'pace and simplicity of the action' but found it a bit on the easy side. This is true especially of the Amiga version. And despite a good speed effect on both versions, realism is lacking with no need to slow down at all for most corners. Nevertheless, the fast racing action is fun while it lasts and the lack of challenge isn't so off-putting at the new budget price.





C64 70%
AMIGA 68%

THE LAST NINJA

● Summit, £2.99 (Rerelease)

It must be some kind of achievement for System 3 to have the entire *Ninja* trilogy on sale simultaneously, with *Ninja II* hardly off the shelves due to the current *Remix* and *III* only just released as *I* finally makes it onto budget. The basic plot is that virtually the entire Ninja brotherhood has been wiped out by the evil shogun Kunitoki. The only survivor is Armakuni, the last ninja himself, who must defend the Bunkinkan Shrine against the shogun's occupation army. Starting in the Wilderness, Armakuni must battle through the Wastelands, Palace Gardens, Dungeons, Outer Palace and Inner Sanctum. Each of these is a massive load composed of over a dozen isometric screens. Besides the numerous guards who must be fought and defeated, there are several puzzles which must be solved.

Issue 28 saw *Ninja* win unanimous praise (94%); 300K and 150 varied screens added up to a game which would 'satisfy both adventurers and martial artists'. Ciarán Brennan enthused '*The Last Ninja* is one of those rare games which offers hours of consistently puzzling and enjoyable gameplay'. Gary Penn drew attention to the graphics — 'nothing short of brilliant' — although 'gameplay isn't anything special... the concept has been executed extremely well.'

Four years and two games later the background graphics are still impressive, a bit sparse in places but generally varied and atmospheric in a way no-one else has attempted to match. The various warriors are nicely drawn and very well-animated, although Armakuni himself is a bit crude compared to later incarnations. The control system takes some mastering, involving movement in 3-D and numerous combat moves, while pixel-perfect picking-up can be irritating. As with all the *Ninja* games there's plenty of leaping over rivers and the puzzles aren't massively complex, but for £3 this is an unmissable opportunity for arcade adventure fans.

OVERALL 82%



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LOGIC

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IT'S VOTING TIME AGAIN!

Yep, the annual Readers' Awards are upon us once again. But before we can award the awards, we need your votes. There are separate awards for Amiga and C64 games — vote in either section or both (for any games reviewed in Issues 57-68 inclusive).

Just to give you an extra incentive, the two forms which we pull out of the ZZAP! ballot box (wastepaper bin) will win their senders a Nintendo Gameboy handheld console. Ten runners-up will each get a goodie bag containing a free ZZAP! subscription, trendy T-shirt, and a ZZAP! binder to keep their issues in mint condition.

Send your forms to *Newsfield, ZZAP! READERS' AWARDS 1990, Temeside, Ludlow, Shropshire SY8 1JW* to arrive no later than April 30th. Don't sit on the fence; make your votes count!

C64

BEST GAME OF THE YEAR

BEST COIN-OP CONVERSION

BEST LICENCE (NOT COIN-OP)

BEST ORIGINAL GAME

BEST ADVENTURE

BEST STRATEGY/RPG GAME

BEST GRAPHICS

BEST SOUND

BEST SOFTWARE HOUSE

BEST PROGRAMMING/PROGRAMMING TEAM

BEST ADVERTISEMENT

BEST BUDGET GAME

WORST GAME

NAME ....

ADDRESS ....

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.... **POSTCODE..** ....

AMIGA

BEST GAME OF THE YEAR

BEST COIN-OP CONVERSION

BEST LICENCE (NOT COIN-OP)

BEST ORIGINAL GAME

BEST ADVENTURE

BEST STRATEGY/RPG GAME

BEST GRAPHICS

BEST SOUND

BEST SOFTWARE HOUSE

BEST PROGRAMMING/PROGRAMMING TEAM

BEST ADVERTISEMENT

BEST BUDGET GAME

WORST GAME

NAME ....

ADDRESS ....

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.... **POSTCODE**..............

Gribbly's Special Day Out Rack-It 89% **47** (62)
Groovy Garden Central Solutions 9% **16** (95)
Growing Pains of Adrian Mole Ricochet 30% **46** (92)
Growing Pains of Adrian Mole Virgin/Mosaic 52% **25** (98)
Gryzor Ocean 86% **38** (11)
Guadalcanal Activision 72% **34** (52)
Guerilla War Imagine 19% **46** (22)
Gunboat Piranha 20% **33** (33)
Gun Runner Power House 60% **30** (110)
Gunship (Disk) MicroProse 94% **24** (16)
Gunship (Cassette) MicroProse 72% **24** (18)
Gunsmoke GO! 15% **37** (76)
Gunstar Firebird 38% **27** (95)
Gutz Ocean 51% **38** (14)
Gyroscope Melbourne House 46% **10** (25)

Hacker Activision 87% **7** (24)
Hacker II Activision 88% **18** (37)
Hades Nebula Nexus 55% **28** (96)
Halls Of Montezuma SSG 78% **51** (62)
Halls Of The Things Firebird 88% **37** (88)
Hammerfist Vivid Image/Activision 90% **61** (68)
Hardball US Gold 93% **11** (32)
Hard Drivin' Tengen/Domark 20% **68** (86)
Harvey Headbanger Firebird 73% **22** (115)
HATE Gremlin 24% **52** (15)
Hawkeye Thalamus 96% **40** (20)
Headcoach Addictive Games 37% **27** (40)
Head Over Heels The Hit Squad 98% **62** (48)
Head Over Heels Ocean 98% **28** (14)
Heartland Odin 85% **22** (124)
Heat Seeker Thalamus 75% **65** (9)
Heavy Metal Access/US Gold 57% **64** (17)
Heavy Metal Paradroid Rack-It 97% **49** (87)
Helidrop Top Ten 11% **36** (102)
Hellfire Attack Martech 48% **46** (20)
Helter Skelter Audiogenic 70% **69** (86)
Herbert's Dummy Run Mikro-Gen 59% **4** (104)
Hercules Alpha Omega 92% **17** (122)
Hercules Gremlin 51% **40** (76)
Hero Activision/Firebird 86% **26** (26)
Herobotix Rack-It 87% **37** (92)
Hero Of The Golden Talisman MAD 78% **9** (33)
Hi! Bouncer Mirrorsoft 64% **3** (34)
High Frontier Activision 74% **31** (123)
Highlander Ocean 30% **22** (23)
Highway Encounter Gremlin Graphics 79% **20** (178)
Hillsfar SSI/US Gold 80% **50** (81)
Hocus Focus Quicksilva 70% **13** (37)
Hole In One Mastertronic 38% **18** (26)
Hollywood Or Bust Mastertronic 46% **18** (24)
Hoodoo Voodoo Bug Byte 27% **18** (23)
Hopper Copper Silverbird 21% **44** (48)
Hopping Mad Elite 64% **40** (30)
Hopping Mad Encore 70% **62** (48)
Hostages Infogrames 66% **53** (16)
Hot Rod Activision 70% **62** (14)
Hotshot Addictive 57% **42** (17)
Hot Wheels Epyx/US Gold 40% **18** (102)
Howard The Duck Activision 19% **22** (90)
How To Be A Complete Bastard Virgin 33% **32** (150)
Human Killing Machine US Gold 31% **49** (26)
Hunchback At The Olympics Software Projects 24% **3** (32)
Hunter Patrol Mastertronic 51% **7** (52)
Hunter's Moon Thalamus 92% **34** (69)
Hunt For Red October Grand Slam 81% **35** (28)
Hypaball Odin 36% **22** (77)
Hyberblob Firebird 80% **32** (137)
Hyperbowl MAD 54% **24** (103)
Hypersports The Hit Squad 90% **57** (49)
Hypersports Imagine 90% **5** (14)
Hypercircuit Alligata 75% **2** (53)
Hysteria Software Projects 83% **30** (94)

I, Alien CRL 62% **34** (27)
Ian Botham's Test Match Cricket Tynesoft 32% **5** (104)
I, Ball Firebird 80% **27** (32)
I, Ball II Firebird 90% **35** (97)
Ice Palace Creative Sparks 72% **2** (110)
ICUPS Odin 49% **16** (104)
Ikari Warriors Elite 89% **35** (12)
Ikari Warriors Encore 83% **60** (45)
IK+ The Hit Squad 97% **60** (46)
IK+ System 3 93% **31** (12)
Imhotep Ultimate 20% **9** (15)
Impact Audiogenic 40% **37** (81)
Implosion Cascade 57% **32** (19)
Impossamole Gremlin 69% **62** (16)
Impossible Mission US Gold/Epyx 95% **25** (68)
Impossible Mission II US Gold 96% **38** (20)
Incredible Shrinking Sphere Activision 91% **48** (72)
Indiana Jones & The Temple Of Doom Kixx 39% **65** (40)
Indiana Jones & The Temple Of Doom US Gold 41% **32** (141)
Indoor Sports Advance 58% **24** (104)
Indy: The Action Game US Gold 72% **55** (16)
Infiltrator US Gold 92% **16** (108)
Infiltrator II US Gold 61% **39** (11)
Infodroid Beyond 79% **22** (86)
Inner Space Interactive 44% **53** (15)
Inside Outing The Edge 85% **34** (70)
Inspector Gadget Melbourne House 9% **33** (163)
Intensity Firebird 75% **43** (112)
International 3D Tennis Palace 94% **62** (10)
International Basketball Commodore 92% **2** (77)
International Karate System 3 91% **14** (20)
International Rugby Simulator Code Masters 39% **46** (90)
International Soccer CRL 86% **39** (76)
International Team Sports SportTime/Mindscape 40% **54** (14)
International Tennis Commodore 86% **4** (90)
Into The Eagle's Nest Pandora 90% **25** (26)
IO Firebird 80% **35** (80)
IQ Nu-Wave 84% **27** (90)
Iridis Alpha Llamasoft/Hewson 95% **18** (108)
Iron Lord Ubi Soft 75% **58** (70)
Italy 1990 US Gold 66% **63** (17)
It's A Knockout Ocean 34% **22** (85)
Ivan 'Iron Man' Stewart's Super Off-Road Racer Virgin 85% **66** (12)
Iwo Jima PSS 39% **13** (81)
I-Xera Power House 13% **41** (108)

Jack Attack Commodore 58% **1** (58)
Jack Charlton's Match Fishing Alligata 70% **4** (42)
Jackle & Wilde Bulldog 29% **30** (111)
Jack Nicklaus' Greatest 18 Holes Of Major Championship Golf Accolade 55% **51** (14)
Jack The Nipper Gremlin Graphics 75% **19** (33)
Jack The Nipper Kixx 85% **54** (65)
Jack The Nipper II Gremlin Graphics 72% **33** (20)
Jail Break Konami 30% **24** (31)
Jeep Command Bug Byte 82% **19** (25)
Jet Bike Simulator Code Masters 39% **47** (72)
Jet Boys CRL 52% **35** (20)
Jet Set Willy II Software Projects 24% **4** (100)
Jet Set Willy — The Final Frontier Ricochet 63% **46** (92)
Jet Strike Mission Alpha Omega 4% **17** (114)
Jinks GO! 48% **34** (74)
Jocky Wilson's Darts Challenge Zeppelin 73% **47** (64)
Joe Blade Players 92% **31** (133)
Joe Blade II Players 38% **44** (42)
Johnny Reb II Lothlorien 82% **19** (43)
Jonah Barrington's Squash New Generation 70% **3** (72)
Jordan Vs Bird Electronic Arts 32% **47** (20)
Journey To The Centre Of The Earth Rainbow Arts/US Gold 20% **49** (74)
Judge Dredd Melbourne House 13% **22** (92)
Jumpin' Jimmy Midas Marketing 27% **26** (27)
Jump Jet Anirog 42% **4** (92)

Kamikaze Code Masters 72% **67** (40)
Kane Mastertronic 63% **11** (25)
Kane II Mastertronic 33% **41** (112)
Karate Champ Americana 52% **27** (27)
Karateka Ariolasoft 80% **7** (102)
Karnov Electric Dreams 13% **39** (74)
Katakis Rainbow Arts/GO! 93% **42** (12)
Kat Trap Streetwise 55% **28** (32)
Kayak Creative Sparks' Sparklers 61% **5** (70)
Kendo Warrior Byte Back 82% **55** (51)
Kennedy Approach US Gold 83% **5** (106)
Kettle Alligata 35% **21** (180)
KGB Superspy Code Masters 60% **63** (47)
Kick Off Anco 37% **56** (70)
Kick Off 2 Anco 77% **65** (17)
Kik Start Mastertronic 90% **3** (42)
Kik Start II (128) Mastertronic 96% **16** (98)
Kikstart II Mastertronic 86% **29** (105)
Killed Until Dead US Gold 88% **27** (98)
Killing Machine Atlantis 36% **65** (40)
Kinetik Firebird 56% **26** (92)
Klax Tengen/Domark 92% **64** (10)
Knight Games English Software 90% **17** (30)
Knight Games II English Software 61% **36** (23)
Knightmare Activision 66% **34** (18)
Knightmare Ricochet 68% **46** (93)
Knights Of The Desert SSI/US Gold 79% **14** (40)
Knight Rider Ocean 16% **18** (30)
Knight Tyme MAD 80% **41** (112)
Knockout Alligata 31% **3** (62)
Knucklebusters Melbourne House 56% **23** (19)
Kokotoni Wilf Encore 77% **51** (28)
Koronis Rift Activision 96% **9** (8)
Krakout Gremlin Graphics 55% **24** (38)
Krakout Kixx 60% **43** (129)
Kromazone MAD 72% **33** (179)
Kung-Fu Master US Gold 79% **11** (31)
Kwik Snax Code Masters 80% **67** (40)

Labyrinth Lucasfilm/Activision 50% **23** (18)
LA Crackdown Epyx/US Gold 61% **42** (18)
Land Of Neverwhere Power House 59% **31** (134)
Lands Of Havoc Microdeal 36% **4** (44)
Laser Squad Blade Software 83% **53** (40)
Last Duel Capcom/US Gold 72% **49** (69)
Last Mission US Gold 49% **30** (99)
Last Ninja System 3 94% **28** (104)
Last Ninja II System 3 94% **41** (16)
Last Ninja III System 3 93% **71** (12)
Last V8, The MAD 37% **9** (21)
Las Vegas Casino Zeppelin 34% **50** (56)
Laurel & Hardy Advance 17% **30** (92)
Law Of The West US Gold 78% **12** (22)
Lazer Force Code Masters 32% **30** (111)
Lazer Tag GO! 22% **39** (17)
Lazer Wheel Mastertronic 31% **25** (85)
Leader Board Kixx 90% **44** (91)
Leader Board Access/US Gold 97% **15** (19)
Leader Board (Executive Edition) Access/US Gold 72% **24** (36)
LED Storm Capcom/GO! 94% **47** (14)
Lee Enfield Infogrames 8% **38** (25)
Legacy Of The Ancients Electronic Arts 61% **31** (103)
Legend Of Kage Imagine 63% **22** (110)
Legend Of Sinbad, The Superior Software 60% **19** (115)
Legend Of The Amazon Women US Gold 49% **16** (94)
Leviathan English Software 41% **24** (40)
Licence To Kill Domark 80% **53** (69)
Lifeforce CRL 58% **34** (26)
Light Force Faster Than Light 87% **22** (128)
Light Force Rack-It 78% **44** (92)
Line Of Fire US Gold 32% **71** (69)
Little Computer People Ricochet 82% **49** (86)
Little Computer People Discovery Kit Activision 97% **7** (8)
Little Green Man Bug Byte 52% **35** (102)
Little Puff Code Masters 47% **64** (48)
Live And Let Die Domark 70% **46** (26)
Live And Let Die Encore 70% **64** (48)
Living Daylights Domark 57% **29** (99)
Lode Runner Ariolasoft 88% **2** (73)
Lords Of Conquest Electronic Arts 86% **32** (60)
Lords Of Midnight, The Beyond 91% **1** (82)
Los Angeles SWAT Mastertronic 74% **22** (97)

Macadam Bumper Players 26% **68** (47)
MACH Starvision 48% **35** (30)
Madballs Ocean 40% **33** (29)
Mad Doctor Creative Sparks 40% **6** (119)
Mad Flunky Alternative 69% **46** (93)
Mad Nurse Firebird 32% **20** (132)
Magicland Dizzy Code Masters 83% **69** (58)
Magic Madness Anco 58% **24** (113)
Mag Max Imagine 39% **28** (95)
Magnetron Firebird 67% **36** (85)
Mama Llama Llamasoft 59% **1** (116)
Manchester United Krisalis 67% **65** (16)
Mandroid CRL 25% **36** (81)
Maniac Mansion Activision 93% **32** (13)
Manic Miner Mastertronic 95% **50** (57)
Marauder Hewson 66% **40** (27)
Marauder Kixx 62% **60** (47)
Marble Madness Ariolasoft 40% **20** (170)
Mario Bros Ocean 55% **27** (25)
Mask Gremlin Graphics 63% **33** (20)
Mask II Gremlin Graphics 36% **34** (74)
Masterblaster Zeppelin 37% **47** (63)
Master Chess Mastertronic **23** (93)
Master Of The Lamps Activision 58% **1** (124)
Masters Of The Universe (Movie) Gremlin Graphics 57% **35** (19)
Masters Of The Universe (Movie) Kixx 61% **54** (66)
Masters Of The Universe (Toys) US Gold 44% **26** (20)
Matchday II The Hit Squad 58% **64** (47)
Matchday II Ocean 90% **34** (12)
Max Headroom Quicksilva 60% **15** (27)
Max Torque Bubble Bus 70% **28** (18)
Mazemania Hewson 40% **58** (10)
Mean City Quicksilva 51% **31** (20)
Mean Streak Mirrorsoft 71% **33** (165)
Mega Apocalypse Martech 90% **30** (26)





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Revs + Firebird 83% **28** (88)
Richard Petty's Talladega Audiogenic 69% **2** (38)
Rick Dangerous Firebird 73% **52** (12)
Rick Dangerous II MicroStyle 75% **67** (82)
Ricochet Silverbird 86% **42** (114)
Rimrunner Palace 56% **37** (80)
Risk Leisure Genius 61% **45** (34)
Risk The Edge 90% **33** (184)
River Raid Firebird 70% **26** (83)
Roadblasters US Gold 59% **41** (22)
Road Runner US Gold 74% **29** (10)
Road Warrior CRL 13% **38** (26)
Road Wars Melbourne House 19% **39** (26)
Robin Of The Wood Odin 92% **9** (48)
Robobolt Alpha Omega 3% **20** (150)
RoboCop Ocean 89% **47** (69)
RoboCop 2 Ocean 90% **69** (8)
Rocket Ranger Mirrorsoft 95% **47** (24)
Rockford MAD X 31% **37** (90)
Rockford's Riot Monolith 82% **3** (28)
Rock 'N' Bolt Activision 61% **1** (22)
Rock 'N' Bolt Ricochet 89% **47** (64)
Rock 'N' Wrestle Melbourne House 53% **12** (37)
Rock Star Ate My Hamster Code Masters Gold 50% **50** (33)
Rocky Horror Show, The CRL 43% **4** (72)
Rogue Mastertronic 10% **41** (111)
Rogue Trooper Piranha 69% **27** (94)
Roland's Rat Race Ocean 71% **3** (32)
Rollaround Mastertronic 82% **36** (100)
Rolling Thunder US Gold 76% **37** (78)
Romulus Quicksilva 27% **26** (89)
Room Ten CRL 15% **19** (136)
Roy of the Rovers Gremlin 18% **45** (14)
R-Type Electric Dreams 72% **47** (73)
R-Type The Hit Squad 61% **69** (58)
Running Man, The Grandslam 44% **53** (70)
Run The Gauntlet The Hit Squad 78% **68** (48)
Run The Gauntlet Ocean 80% **49** (17)
Rupert And The Ice Palace Quicksilva 55% **8** (32)
Rupert And The Toymaker's Party Quicksilva 71% **5** (22)
Russia SSG 91% **32** (59)
Rygar US Gold 57% **33** (183)

Sabotage Zeppelin Games 23% **37** (91)
Saboteur Durell 75% **16** (23)
Saboteur Encore 68% **42** (112)
Saboteur II Encore 52% **52** (58)
Sabre Wulf Firebird 40% **7** (54)
Sacred Armour Of Antiriad, The Palace Software 93% **20** (34)
Sacred Armour of Antiriad, The Silverbird 91% **44** (91)
Sailing Activision 80% **25** (96)
Salamander The Hit Squad 94% **66** (40)
Salamander Imagine 94% **41** (24)
Samantha Fox Strip Poker Martech 16% **16** (99)
Samurai Trilogy Gremlin Graphics 29% **27** (107)
Samurai Trilogy Kixx 18% **60** (47)
Samurai Warrior Firebird 91% **37** (13)
Sanxion Rack-It 88% **42** (113)
Sanxion Thalamus 93% **19** (122)
Satan Dinamic 43% **66** (16)
Saucer Attack Ariolasoft 30% **7** (56)
Savage Firebird 72% **44** (25)
Scalextric Leisure Genius 78% **9** (50)
Scarabaeus Ariolasoft 96% **8** (8)
Scary Monsters Firebird 46% **31** (27)
Schizofrenia Quicksilva 50% **8** (92)
Scooby Doo Elite 42% **22** (120)
Scorpion Rack-It 56% **44** (43)
Scorpius Silverbird 71% **42** (111)
Scout Mastertronic 48% **38** (94)
Scrabble De Luxe Leisure Genius/Virgin N/A **32** (154)
Scramble Spirits Grandslam 44% **62** (67)
Scrolls Of Abadon Americana 28% **15** (109)
Scruples Leisure Genius/Virgin 41% **35** (84)
Scuba Kidz Silverbird 66% **42** (110)
Scumball Bulldog 79% **36** (99)
SDI Activision 64% **47** (21)
Seaside Special Task Set 61% **1** (33)
Second City, The Novagen 95% **17** (32)
Secret Of Kandar Power House 41% **26** (30)
Sentinel Americana 93% **15** (114)
Sentinel, The Firebird N/A **20** (22)
Serve and Volley Accolade/Electronic Arts 71% **45** (26)
Shackled US Gold 23% **40** (74)
Shades Durell 37% **1** (36)
Shadowfire Beyond 91% **1** (66)
Shadow Of The Beast Psygnosis 86% **70** (12)
Shadow Skimmer The Edge 57% **28** (25)
Shadow Warriors Ocean 57% **65** (79)
Shamus Americana 51% **15** (105)
Shao-Lin's Road The Edge 47% **25** (20)
Shard Of Spring SSI 88% **29** (55)
Shark Players Premier 48% **58** (27)
Shinobi Virgin 86% **54** (17)

Shockway Rider FTL 86% **25** (30)
Shockway Rider Rack-It 75% **44** (92)
Shogun Virgin 71% **16** (26)
Shoot Em Up Alligata 46% **6** (24)
Shoot 'Em Up Construction Kit Outlaw N/A **32** (28)
Short Circuit Ocean 49% **24** (35)
Side Arms GO! 61% **35** (88)
Sidewalk Infogrames 67% **35** (86)
Sigma Seven Durell 70% **22** (105)
Silent Service MicroProse/US Gold 88% **13** (82)
Silkworm Mastertronic Plus 90% **69** (57)
Silkworm Random Access/Sales Curve 91% **49** (70)
Sim City Infogrames 76% **58** (11)
Sinbad and The Throne of The Falcon Mirrorsoft 80% **43** (111)
Skateball Ubi Soft 45% **54** (14)
Skate Crazy Gremlin 86% **39** (20)
Skate Or Die Electronic Arts 92% **33** (160)
Skate Rock Bubble Bus 66% **23** (26)
Skatin' USA Atlantis 36% **70** (62)
Ski Or Die Electronic Arts 61% **64** (18)
Skooldaze Microsphere 78% **9** (36)
Skyfox Ariolasoft 91% **5** (40)
Skyfox II Electronic Arts 67% **36** (80)
Skyjet Mastertronic 78% **2** (82)
Sky Runner Cascade 58% **22** (91)
Sky Twice American Action 7% **33** (163)
Slaine Martech 45% **35** (20)
Slamball Americana 96% **15** (116)
Slapfight The Hit Squad 66% **62** (48)
Slapfight Imagine 80% **28** (90)
Slayer Rack-It 90% **44** (45)
Slimey's Mine Silverbird 94% **41** (109)
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seven





eight

index

THE THINK INDEX
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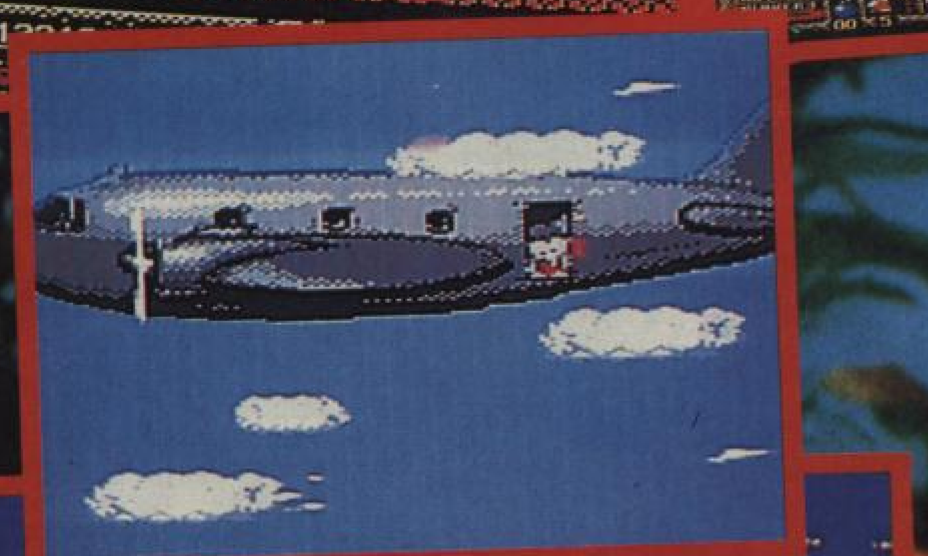
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That David Attenborough chappie has got it all wrong, saying that elephants can't jump. Code Master's latest hero is CJ, an all-action sort of animal, a running, jumping beast who's happiest on just two feet, bowling over all sorts of enemies with a peanut fired from his deadly accurate trunk. The star of the best budget game in ages — inevitably titled *CJ's Elephant Antics* — CJ is set for an action series to rival 007, and maybe even Dizzy! After escaping from his cruel kidnappers, by a brave parachute leap out of their plane, CJ and an optional friend embark on a jumbo journey through France, Switzerland, Egypt and Africa. Of course, having such huge ears CJ likes nothing better than to listen to heavy metal on his powerful ghetto blaster (try again! — Ed)

Being so light on his feet, CJ likes nothing better than to dance frenetically to the music played on his powerful ghetto blaster...

Oh I give up! Hey, I've got an idea: let's get the READERS to think of a witty link between CJ and ghetto blasters — whoever sends the best one in wins! (Great, but tell 'em about the ghetto blaster! — Ed.)

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So there you go, just send in your witty sentence linking an elephant and a ghettoblaster to *Newsfield, CJ'S LINK-THINK COMP (OR THE PHIL REPLACEMENT COMP — Ed), ZZAP!, Ludlow, Shropshire SY8 1JW*. Usual competition rules apply and entries must be received by April 28th at the latest.

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I'm quite used to beating the ZZAP! crew at every game under the sun (and other stars) but with *Speedball 2* I can really beat them! In fact I can claim the record for number of opponents injured after sending the entire ZZAP! crew to the casualty ward. Phil's the best because even if he's the meanest player, he's got so much mass that once he starts falling off his chair there's no stopping him. Stuart's even easier to beat, and Robin has given up playing! It's no wonder the latest office game is the cutesy *Lemmings*. I hate this one since the two-player mode involves so much sneaky, underhand, double-faced treachery that inevitably Phil's a complete natural at it. Yuk! Thank goodness *Turrican II* is here, now there's some superb violence and the C64 version is technically amazing. It's a tough one so let's see some scores for that soon.

4TH DIMENSION (Hewson)

Cyberdyne Warrior
88,410 Andrew Layden, East Kilbride, Scotland
66,050 Alex Duke, Heme, Hempstead, Herts
49,555 Matt Crook, Darwen, Lancs

Head The Ball
78,570 Andrew Layden, East Kilbride, Scotland
59,030 Matthew Mole Allen, West Ewell, Surrey
55,130 Johnny Alpha, Glasgow

Mission Impossibubble
221,000 Matt Crook, Darwen, Lancs
186,500 Andrew Layden, East Kilbride, Scotland
142,500 Johnny Alpha, Glasgow

Insects In Space
224,490 Rob H. Staiag ZZAP!
89,310 Johnny Alpha, Glasgow
46,590 Marcos Moret, Whetstone, London

APB (Tengen/Domark)
75,890 (Day 18) Len Logg, Warley, W Mids
56,570 (Day 16) John 'G.O.D.' Carter, Welwyn Garden City

(Amiga)
107,670 (Day 16) Mark Wisniewski, Birkby, W Yorks
92,450 (Day 20) Ian 'Stoat' Perryman, Plymouth, Devon
76,540 (Day 17) Steven Packer, Chelmsford, Essex

BATMAN: THE MOVIE (Ocean)
1,580,120 Karl Green, Acklam, Cleveland
1,522,590 Paul Comer, Southen-On-Sea, Essex
1,479,580 Paul Berry 'the cool dude', Rochdale

(Amiga)
769,400 Chris (Megablaster), Rijswijk, Holland
624,342 Ian Perryman, Plymouth, Devon
615,570 (Completed) Craig and Jason

BATTLE SQUADRON (Electronic Zoo) (Amiga)
5,435,125 (Completed) Paul Day, Hartwood Park, Lancs
2,966,150 Steve Packer, Chelmsford, Essex
2,645,645 Ian 'Stoat' Perryman, Plymouth, Devon

BLOOD MONEY (Psygnosis)
255,550 (Completed) Euan Watters, Whinmoor, W Yorks
219,200 (Level 4) Mark Leigh, Middleton, Manchester
141,900 Matt Crook, Darwen, Lancs

(Amiga)
351,150 Ian Perryman, Plymouth, Devon
349,880 Chris (Megablaster), Rijswijk, Holland
340,000 (Completed) 'Againt' C Hall, Houghton-le-Spring, Tyne and Wear

CABAL (Ocean)
246,263 (Completed) Dave Richards, Aberdare, Mid Glamorgan
231,192 (Completed) Med, Oldham
228,934 (Completed) Gerard Richards, Aberdare, Mid Glamorgan

(Amiga)
1,165,895 (Completed) Ian Perryman, Plymouth, Devon

CASTLE MASTER (Incentive/Domark)
8,475,000 (Completed) Koen Verest, Belgium
8,412,500 (Completed) Andrew Irvin, Darlington
8,367,500 (Completed) Graham Cole, Tadley, Hants

CRACKDOWN (US Gold)
601,350 Matthew 'Nole' Allen, West Ewell, Surrey

(Amiga)
804,750 Ian Perryman, Plymouth, Devon

E-MOTION (US Gold) (Amiga)
Completed (156,400) Steve Packer, Chelmsford, Essex
Completed (140,250) Rob Sadler, Halesowen, W Mids
Level 37 (127,650) Lucifer, Deal, Kent

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS (Tengen/Domark) (Amiga)
264,400 Ian Perryman, Plymouth, Devon

FLIMBO'S QUEST (System 3)
61,790 (Level 6) Brad 'Mav' Kerr, Birkenhead, Merseyside

(Amiga)
55,025 (Level 5) Steve Packer, Chelmsford, Essex

FLOOD (Electronic Arts) (Amiga)
10,293 Ian Perryman, Plymouth, Devon
8,690 Steve Packer, Chelmsford, Essex
1,202 Daniel Bessell, Bletchley, Bucks

GHOULS 'N' GHOSTS (US Gold)
4,364,900 Nathan Rees, Cyncoed, Cardiff
4,201,900 Simon Knott, Radstock, Avon
4,171,800 (Completed) Simon Hudson, Hillingdon, Middx

HARD DRIVIN' (Tengen/Domark) (Amiga)
70,576 (Time — 1.37.99) Andrew Rowley, Billericay, Essex
45,645 (1.46.64) Ian Perryman, Plymouth, Devon
41,445 (1.49.58) Stu Lindsell, Brentwood, Essex

INTERNATIONAL 3D TENNIS (Palace)
$3,031,534 David (Wavy) James, Smethwick, W Mids
$105,630 Dave Stewart, Corsham, Wilts

IVAN 'IRON MAN' STEWART'S SUPER OFF-ROAD RACER (Virgin) (Amiga)
$1,460,000 Phil King, ZZAP! Treadmill

JUMPING JACK SON (Infogrames) (Amiga)
37,400 Daniel Ormsby, Blackpool, Lancs
28,750 Steve Packer, Chelmsford, Essex

KLAX (Tengen/Domark)
2,116,100 (Wave 53) Richard Bentley, Haworth, W Yorks
1,505,930 Chris Wilkins, Upminster, Essex
1,402,550 Maureen Wilkins, Upminster, Essex

(Amiga)
2,109,500 Rob Sadler, Halesowen, W Mids
1,396,305 Darren McCartney, Greenock, Scotland
1,290,475 Michael Rowe, Kensale, Suffolk

KWIK SNAX (Code Masters)
466,450 Phil King, ZZAP! Treadmill

MIDNIGHT RESISTANCE (Ocean) (Amiga)
120,930 (Completed) Steve Packer, Chelmsford, Essex

MYTH (System 3)
276,906 Steven King, Kendal, Cumbria
124,200 Cinn Oldfay, East Kilbride, Scotland
83,651 (Completed) Guy Clark, Lower Bebington, Stockport

NIGHT SHIFT (Lucasfilm/US Gold)
$44,062 Jaco van Ryn, Katwijk, Holland

NINJA SPIRIT (Activision)
624,600 Chris Wilkins, Upminster, Essex
249,400 Simon 'Ok' Blencowe, Banbury, Oxon
204,250 (Level 4) Tristan Thom, West Lothian, Scotland

NINJA WARRIORS (Virgin)
220,270 (Completed) Brad 'Mav' Kerr, Birkenhead, Merseyside
204,880 (Completed) Marcos 'The Make' Simpson, Northwood, Middx
203,540 (Completed) Edward Fletcher, Ashton-Under-Lyme, Manchester

(Amiga)
340,700 (Completed) Julian Smith, Sheffield
210,050 Jimmy Gustafsson, Sweden
181,800 Neil Robinson, Rothwell, W Yorks

OPERATION THUNDERBOLT (Ocean) (Amiga)
4,095,120 (Completed) Alan Mitchell, Radcliffe, Manchester
3,645,620 (Completed) Ian Perryman, Plymouth, Devon
2,965,712 Jamie Scott Williams, Urmstone, Manchester

P-47 FREEDOM FIGHTER (Firebird) (Amiga)
1,328,000 Steven Delory, Hailsham, E Sussex
799,800 Peter 'Yeager' Andersen, Denmark
452,262 Ian Perryman, Plymouth, Devon

PANG (Ocean) (Amiga)
1,879,250 (Completed) Jonathon 'The Games Master' Wells, Thorpe Hesley, S Yorks
1,115,600 (Level 41) Phil, ZZAP!
1,073,100 (Level 45) Stuart, ZZAP!

PIPE MANIA (Empire)
3,074,850 Mike '26 Crossovers' Vine, Dagenham, Essex
390,070 (Level 32) Richard Bentley, Haworth, W Yorks
345,150 (Level 31) David Bentley, Haworth, W Yorks

(Amiga)
229,650 Jimmy Gustafsson, Sweden
207,550 (Level 27) Lucas Statham, Daylesford, Australia
154,300 Rob Sadler, Halesowen, W Mids

PLOTTING (Ocean) (Amiga)
59,900 Phil King, ZZAP! Treadmill
39,000 Stuart Wynne, ZZAP! Treadmill

POWER DRIFT (Activision)
902,340 P Arnt, Douglas, Isle Of Man
892,360 Kev 'Carve em up' Charlesworth, Horsham
886,420 David O Shaughnessy, Broad Oak, E Sussex

(Amiga)
1,972,382 Andy's Mum, Seaford, Essex
1,969,393 Steve 'St Ive' Gee, Wakefield, W Yorks
1,943,628 Philip Sutcliffe, Nottingham

RAINBOW ISLANDS (Ocean)
6,771,130 (Completed) John Hicks, Ely, Cardiff
5,000,000 (Completed) Mark 'Bobby' Wylie, Kinlochleven, Argyll
4,106,590 (Completed) David 'Gib' Caulton, Newhall, Staffs

(Amiga)
5,494,030 James Ryan, Kilmacthomas, Eire
4,799,600 Simon Jacobs, Anonyville
3,829,510 (Completed) Ian Perryman, Plymouth, Devon

RETROGRADE (Thalamus)
3,185,675 (Completed) Simon Hudson, Hillingdon, Middx
2,040,125 Rory 'Retrograde' Stamp, Barngarth, Cumbria
1,887,240 (Completed) Paul Grogan, Radcliffe, Manchester

RICK DANGEROUS (Firebird)
317,400 (Completed) Chris (Megablaster), Rijswijk, Holland
311,190 Simon Philips, Greenfield, Beds
258,200 Simon Stapleton, Fermoy, Eire

(Amiga)
744,550 (Completed) Casey Gallacher, Reading
564,250 Ian 'Stoat' Perryman, Plymouth, Devon
272,150 Darren McCartney, Greenock, Scotland

SHADOW WARRIORS (Ocean)
391,200 (Completed) Paul Gregory, Wesham, Lancs
160,300 (Level 3) John Porter, Letchworth, Herts

(Amiga)
110,611 Sean (Pig) Tagg, Anonyville
32,400 David Topping, Ramsbottom, Lancs
13,200 Ian Perryman, Plymouth, Devon

SILKWORM (Virgin)
2,119,600 (Completed) Matthew Alder, Chesterfield, Derbyshire
2,113,000 Stephen Bridgeon, Newall Green, Manchester
1,658,200 Geoff Holgate, Dalton, Australia

(Amiga)
2,543,000 Andrew Maunder, Marple, Cheshire
2,041,300 (Completed) Steve 'Rad' Adkins, Munster, W Germany
1,597,700 Si Wilson, Winterton, South Humberside

TURRICAN (Rainbow Arts)
2,398,890 (Completed) Patrick Oliver, Moseley, Birmingham
2,375,010 Dave Kerrigan, Aintree, Liverpool
1,854,250 Kev Branch, Bromborough, Wirral

(Amiga)
2,128,300 (Completed) Neil Treeby, Gampton, Devon
2,045,300 (Completed) Ian Roberts, St Albans, Herts
1,788,200 (Completed) Ian Perryman, Plymouth, Devon

THE UNTOUCHABLES (Ocean)
396,410 (Completed) Gerard Richards, Aberdare, Mid Glamorgan
303,730 (Completed) Dave Richards, Aberdare, Mid Glamorgan
243,790 Mark Slee, Rotherham

VENDETTA (System 3)
41.21 (Time left) John de Vegt, Roosendaal, Holland
37.16 Lee Knowles, Halifax, W Yorks
36.47 Paul (PAL) Hills, Belfast

VENUS THE FLYTRAP (Gremlin) (Amiga)
342,221 Phil King, ZZAP! Treadmill

WELLTRIS (Infogrames)
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● By the way, here's what just a few of ZZAP!'s many celebrity readers have to say about their fave mag (ZZAP!, silly!)...

'Nice to read ZZAP!, to read ZZAP! nice!' — Bruce Forsythia
'I prefer it to a cup of tea!' — Boyo George
'I can't get enough of it.' — Pamella Bordello
'ZZAP!'s the way to do it! — Mr Punch
'I wouldn't drink anything else.' — Oliver Ride
'Burp!' — Clyde Radcliffe

PIG IN A POKE!



All the snow we encountered last month had quite an impact on ZZAP!: (a) the Newsfield gravel drive was transformed into Ludlow Skating/Neck Breaking Rink, (b) Phil was tragically 'cut off' in Clee Hill in time for an extended weekend and (c) my picture in Pig in a Poke was snowed over, leaving a bit of white space — lucky old you. This month a trumpeting good laugh is guaranteed as CJ gets up to all sorts of *Elephant Antics*, the Turtles go Mutant and Arnie goes shopping for Mars bars in *Total Recall*. Dizzy dons his Paul Daniels wig to impress some *Creatures* with his *Magicland* tricks and Maximus mouses around at Camp Wottadump. Just don't mention to CJ about Maximus or we could have an elephant stampede on our hands, foot prints in the butter and a red mini parked outside! Trumpet!

LEMMINGS
(Psygnosis)

Little Computer People meets *Lode Runner* meets *Creatures* meets Psygnosis. A weird combination which works brilliantly. What other game has seen 90% of Film Planning, the Art Department, Photography, the entire CRASH mob, the Advertising guys, the odd FEAR zombie and even one or two of the Mighty Management all chipping in with 'helpful advice' on how to get through the levels. Do they think we can't get through it by ourselves?? (Don't answer that, you lot!) Anyway, to get you started here's some passwords for each skill level bar Mayhem (which is a bit tough to say the least) and a few more codes besides.

Fun
1 — No Password Just dig!
2 — IJJLDNCCCN Only floaters will survive
3 — NJLDLCADCY Tailor made for blockers
4 — HNLHCIOGCW Now use miners and climbers
5 — LDLCAJNFCK You need bashers this time
6 — DLCIJNLGCT A task for blockers and bombers
7 — HCANNNLHCW Builders will help you here
8 — CIOLLDLICY Not as complicated as it looks
9 — CEKHMDLJCO As long as you try your best
10 — IJJMDLCKCU Smile if you love Lemmings

Tricky
1 — No Password This should be a doddle
2 — COOLMFLQDK We all fall down
3 — CCJJLDMBEX A ladder would be handy
4 — KJJNLICCEW Here's one I prepared earlier
5 — OHNLICEDEU Careless clicking costs lives
6 — HLDMCMOEEX Lemmingology
7 — LLICCJLFER Been there, seen it, done it
8 — DMCOJLLGEK Lemming sanctuary in sight
9 — MCGOLLDHEY They just keep on coming
10 — CMNLLDMIEO There's a lot of them about

Taxing
1 — No Password If at first you don't succeed....
2 — FOCOKMMDFK Watch out, there's traps about
3 — ICEONONPFK Heaven can wait (We Hope!!!!)
4 — CKNOMGMQFM Lend a helping hand
5 — GGKJLLHBGV The prison!
6 — KKKLLHGCGL Compression method 1
7 — OHLDHGCDGN Every Lemming for himself!!!
8 — ILDLGOOEGP The art gallery
9 — LDNGAJOFGV Perseverance
10 — DLGIJNLGGL Izzy Wizzy Lemmings get busy

Mayhem
1 — No Password Steel Works
2 — HOOJGKOMHP The Boiler Room
3 — OOHGCKMNHX It's Hero Time
4 — FNGIJNMOHJ The Crossroads
5 — NGANOMGPHY Down, Along, Up, In That Order

Dotted throughout the game are special levels made up of the in-game graphics of other Psygnosis games which also play the respective soundtracks to boot. Honest! Enter OIMDLGALGJ and dig that superb *Awesome* music while you literally dig that *Awesome* graphic! or try HOLKCMNMEX for a *Menace*-ing level. And if you want to try some *really* tricky levels then give MELGCKLNGN, LGANOLDHGJ, GINOOMHQGS or MKHMDNGKGR a try. For two-player mayhem try level 13 using code MDIJAJLNMP.

With that lot to start you off now it's your turn to provide some codes, especially those for the special Psygnosis levels.

LOOPZ
(Audiogenic)

Some passwords for the Game Type C of this odd but well-done little puzzle game on the 64.

Burping Good Password 1 — WET BELLY
Betty Boo-tiful Password 2 — BOOMANIA
Damn Fine Password 3 — LAURA PALMER

JAMES POND
(Millennium)

To get a helping fin with this fishy tale of underwater espionage type in JUNKYARD at any time. RETURN toggle invulnerability (a fairy goes round James constantly), while D removes the locks. Very good, Mr Pond, very good.

SUPER CARS
(Gremlin)

It may not be so super but Steven King **of Kendal, Cumbria has sent in some passwords for the later levels (in between writing his next horror novel for that freaky FEAR lot).**

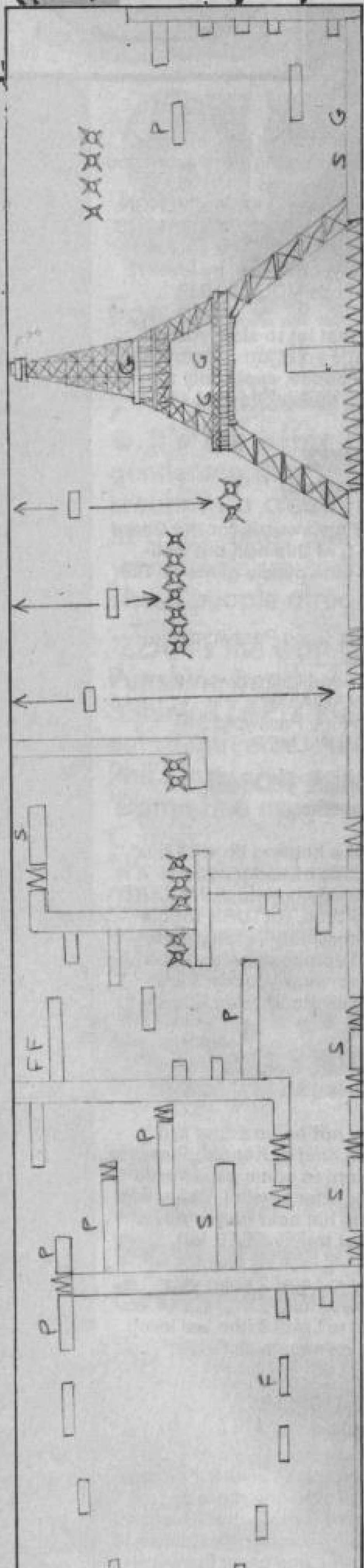
To get to Level 2 enter your name as HARVEY
To get to Level 3 (the last level) enter your name as ELLA

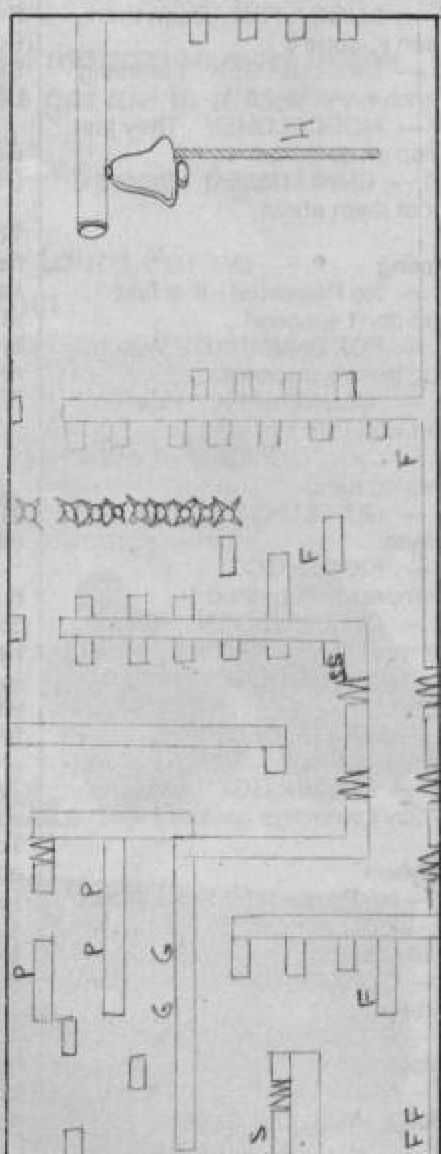
E-MOTION
(US Gold)

A while back I asked if anyone had spotted any more secret bonuses for this brain teaser and Mark Minto of Co Durham is the tipster who came to my rescue. Thanx Mark, any left now?

Secret Bonus $2 — 4 Pods Collected
Secret Bonus $3 — Complete Failure (Bonus Level)!
Secret Bonus $5 — Didn't Rotate Right ▶

PIG IN A POKE!





Level 1 — France

CJ'S ELEPHANT ANTICS
(Code Masters)

A classy budget game this one and NO mistake. As cute-as-can-be main character (and friend!), great graphics, great sound, great end sequence — oodles of playability and unbelievably all in one load. Just how DO they do it? All I'll say is go out and buy this one NOW! (Can I have that cheque now please, Mike?)

An elephantine load of thanx go to *Elephant Antics*'s programmer Dave Clarke **and musician** Ashley Hogg **(no relation!) of Genesis Software Development for their tips and a very handy map editor. Here's the map for the Froggy antics of Level One in gay Paris! Oui, Oui Fifi!!!**

I'll print the cheat mode for infinite CJs soon but for now here's some elephantine tips for both Amiga and C64 versions.

JUMBO CJ TIPS

★ If you lose a life, use the momentary invulnerability to run across spikes, through baddies and get further in the level.

★ The cloud can be troublesome when it starts firing lightning bolts. To kill it, jump up and throw a bomb when it's near. If you haven't got bombs then things are a little trickier as you'll have to jump up onto higher platforms and fire at it as it comes up — trouble is that the cloud moves fast so fire as fast as possible once you jump up. Good luck!

★ Bombs thrown off screen from vertical platforms are still remembered and can dispose of baddies below before you descend.

★ Even if your elephant is off screen he can still progress although it's a lot tougher negotiating spikes/baddies. It's recommended that the on-screen elephant go back to bring his friend back on screen. If he can't, then carry on through the level — the off-screen buddy will pop up eventually in a better position at the cost of one life.

★ To kill the C64 Hunchback, drop down to the bottom of the final bit and jump up one step and fire twice, jump up one step and fire, etc etc until you reach the top. Fall down and repeat until Hunchy dies. In two-elephant mode Hunchy goes after just one elephant, allowing the other to get close and blast/bomb him. Bombs aren't so useful as you have to get close to use them and Hunchy fires rather quickly.

★ To kill Hunchy on the Amiga version just walk behind him, jump up a few steps and peanut him to death as he can't turn round and can't touch you with his hump (*peanut* him to death??? — that's a new one!).

CJ'S ELEPHANT ANTICS

P Poodle — 2 peanuts to kill
G Gendarme — 3 peanuts to kill
Spike
Moving Platforms
F Frog — 2 peanuts to kill
Cloud — 1 peanut to kill
S Snails — 3 peanuts to kill

H End-of-Level Guardian — The Hunchback — 35 peanuts to kill
Bomb/Grenade
Invulnerability
Bonus Point Food

★ The French Bike Level follows with bonus balloons floating down and CJ (and friend if he's around) on a moped. Jumping the first ramp to get past the spikes is probably the trickiest task of this level as you need a good dose of speed to do it. Just make sure the moped's back wheel is as near the edge of the ramp as you dare before you hit the fire button to jump. This level is actually harder than the Swiss and Egyptian Bonus Levels, so good luck!

TEENAGE MUTANT HERO TURTLES
(Imageworks)

Cowadunga! Well, near enough. Not the best of games over Crimble but you lot liked it so here's some great maps thanks to Stephen Hawkes **of Burntwood, Walsall. Turtley tips and general help also came in from the following Turtle Tipsters —** Martin Whyman, Paul Menzies, Richard Beckett, Christian Morton, Shaun Wells **and a** Mr Anonymous **(rather popular name, it seems). And to top it all there's even a cheat mode.**

C64 CHEAT

Try this cheat mode to get infinite lives/energy??? Type in PABLO (as in Picasso) but hold down the CTRL key when pressing P.

TURTLEY TERRIFIC TIPS

★ Whenever you enter a new sewer, try and get to a safe place and stop and watch the enemy movement patterns. Enemies that home in on the Turtles must obviously be dealt with first.

★ Know the positions of the pizzas so you can at least get to them in a hurry if energy is low.

★ Keep a small reserve of energy for each turtle just in case — it may not help much in the later stages but at least you'll have some Turtles to *see* the later levels. When you get to a pizza, switch to the weakest Turtle and top up his energy (if it's a half energy replenisher then top up someone with around 50% energy left and look for a 100% replenisher elsewhere).

Level 1

No problems to dodge past the two guards and the roller, drop down the manhole to collect the pizza if you really muck things up (useful to keep it for after if energy gets really low). Go through along the top platform of A if you can and use Donatello on Bebop. There's pizza to


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Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specification.

P I G I

collect in B but the guards and creatures on the top half of the building can make the life of low-energy Turtles difficult.

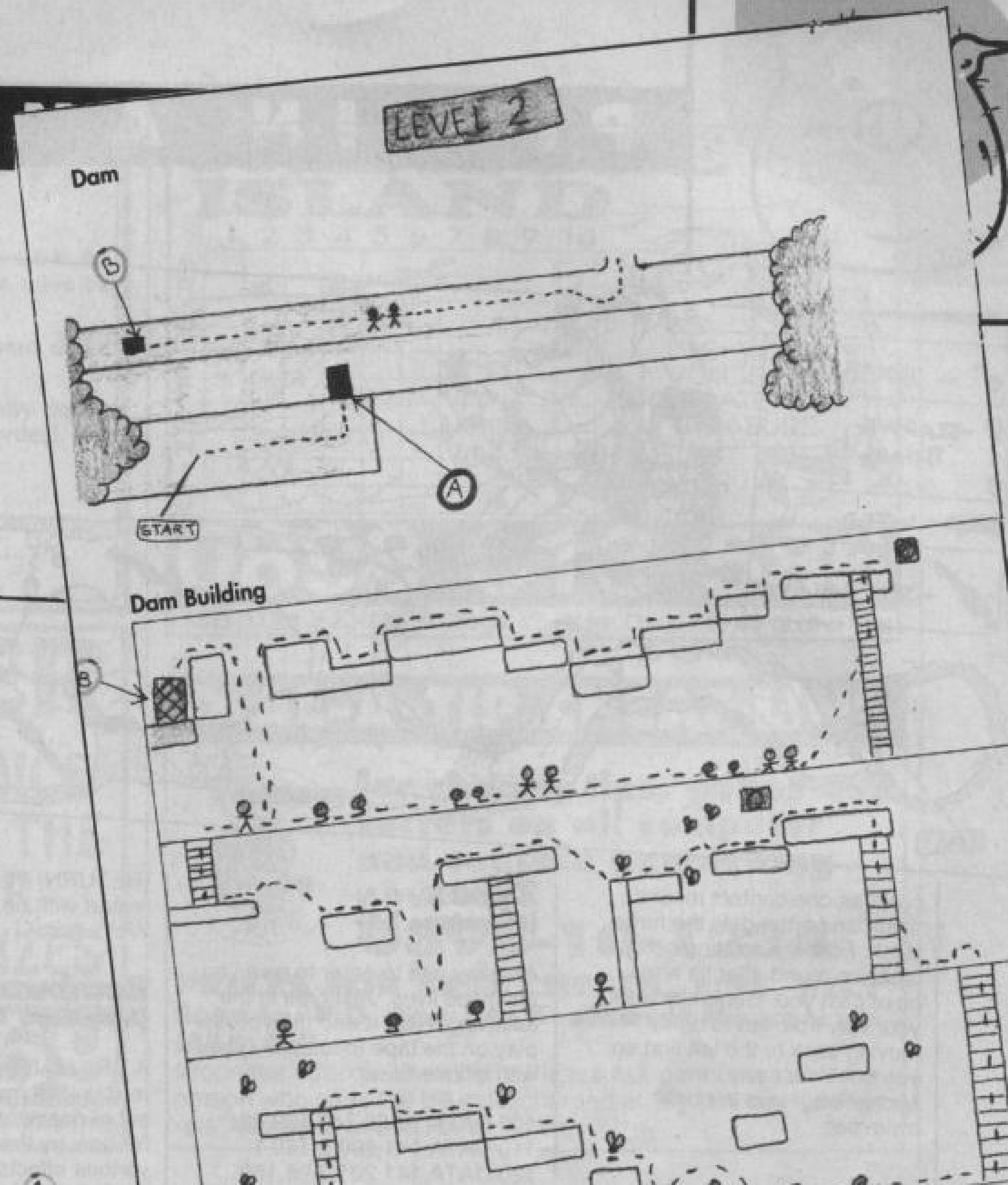
Rocksteady can be a pain if you jump, as he's quick. Either use Michaelangelo or Donatello to finish him off but at all costs stay close!!

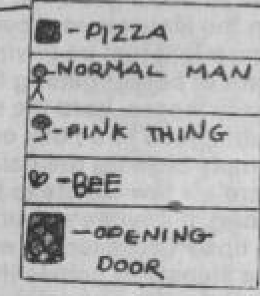
Level 2

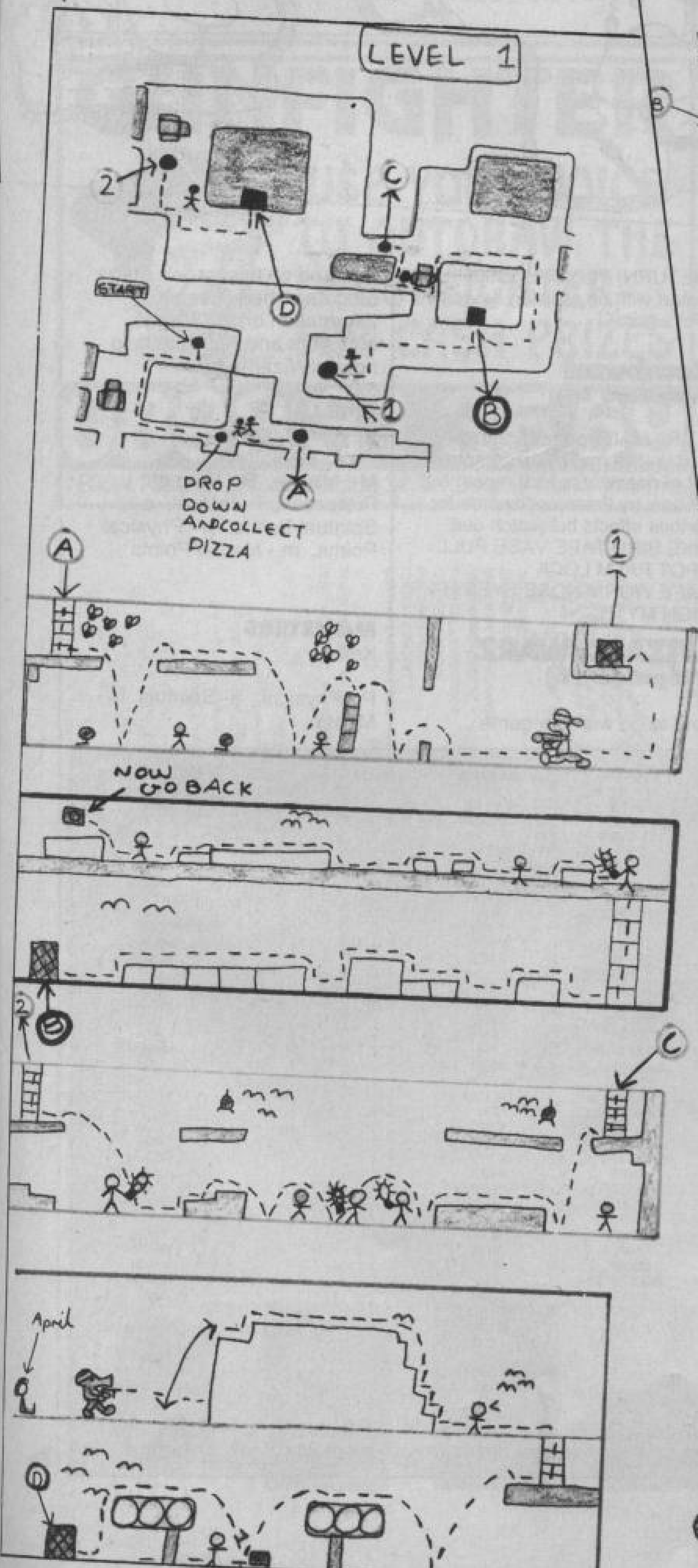
A small level, you may think, leading to the dam — but the size of it all has often seen off many a Turtle. If you can, do high rolls across the top half of the lower section to try and land on the platforms leading to the ladder. For the second section of this level take the top platform route wherever possible to avoid the Ninjas below. For the third section you have to make a very quick decision at the start whether to go for the top-right corner pizza and top up a Turtle's energy (recommended providing you do a high jump and roll along the top to the right). OR you can just do a high roll up and to the left and out of the building. Don't go along the bottom unless you can use Donatello for long-range attacking with his Bo stick.

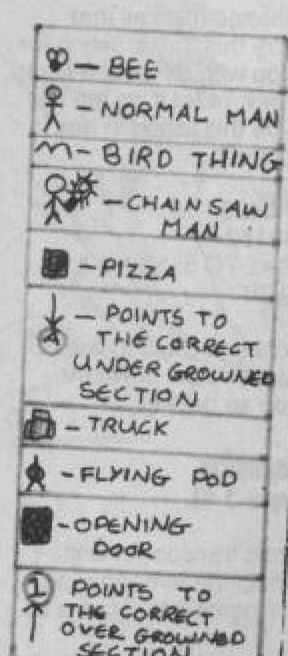
Level 3

Get rid of the bombs within the tight time limit. Keep away from large clumps of weeds at all



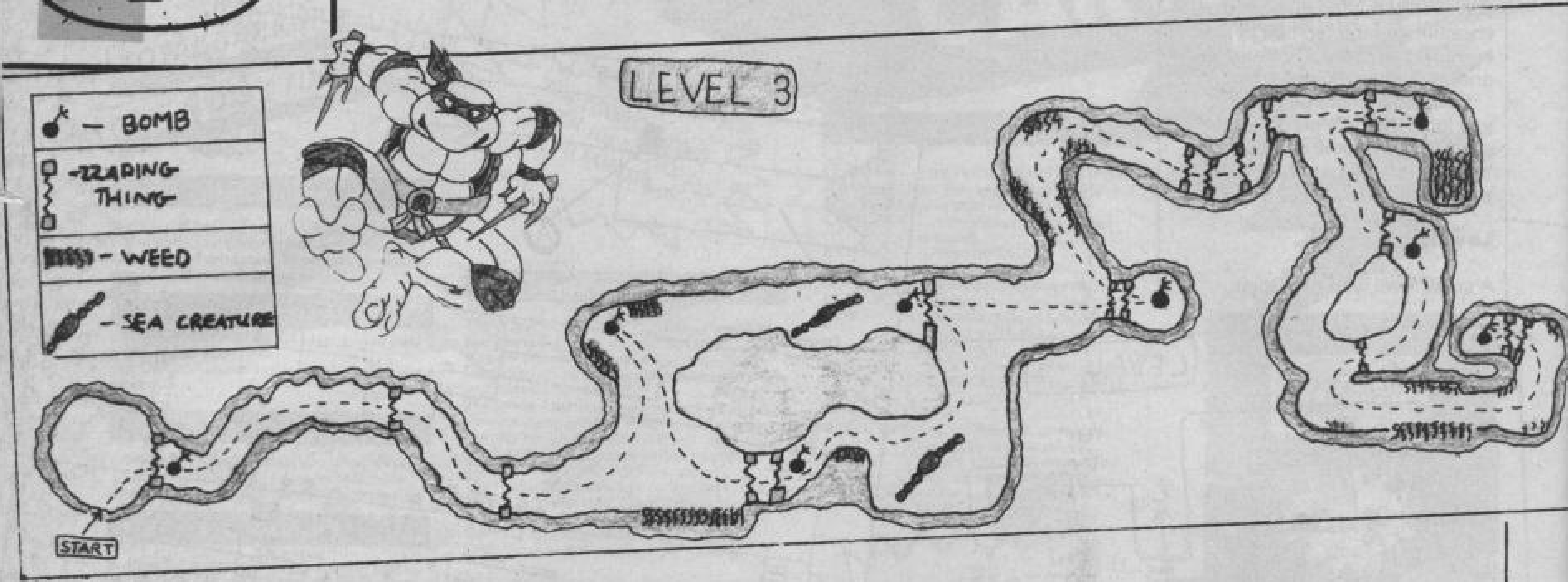








P I G   I N   A   P O K E !



costs as one contact means death and often gets the turtle stuck. Follow a rotating octopus creature round after its arms have past you. Generally work your way from left to right, moving back to the left first so you don't miss any. Michaelangelo is the best swimmer.

MEGATAPE CORNER

We've had a good few games on the Megatapes recently and you might just be having a spot of bother getting to save the princess, herd the space cattle, feed Mrs Foxx or just simply blow up the galaxy. So here's a few cheats to help you along. If anyone wants to send in tips/POKEs etc for any of the Megatape games then feel free! Anyone mapped out *Mini-Zork* yet?

Mutants
(Megatape 6)

A 'Reset Switch Required' POKE for mutated Megatape *Mutants* to boost you to infinite lives proportions. LOAD the game and reset it with the Reset Switch on the title screen. Enter POKE 9273, 230 (RETURN) and then SYS 4096 (RETURN) to restart.

Foxx Fights Back
(Megatape 10)

An Action Replay Cartridge poke only, I'm afraid, for this laugh-a-minute romp with the infamous Hell's Beagles! LOAD the game as usual, hit the Cartridge button as usual and enter POKE 2704,165 before restarting as usual to get infinite Foxxes. How unusual.

Zybex
(Megatape 15)

An easy one to enter to give you unlimited lives. Just type in the following, RUN it and then press play on the tape to load in *Zybex* with infinite lives.

```
100 DATA 32,86,245,169,78
110 DATA 141,200,2,169,1
120 DATA 141,201,2,96,169
130 DATA 91,141,121,4,169
140 DATA 1,141,122,4,76
150 DATA 0,4,169,189,141
160 DATA 106,113,76,0,96
170 DATA FOR L=320 TO 354
180 READ A: POKE L,A: NEXT L
190 POKE 157,128: SYS 320
```

Or for a change from all that blasting. Try this music listing for those of you with a Reset Switch. LOAD *Zybex*, reset it on the title screen, type this listing in and RUN it.

```
10 POKE 54296,15
20 SYS 49152
30 FOR A=1 TO 5: NEXT A
40 GOTO 20
```

You can change the 5 in line 30 to speed up or slow down the time as you so desire.

Herobotix
(Megatape 14)

Some heroic transporter unit codes to help the ever-so-cute hero of the game get about a bit more.

NEVETS COMMOD CHMAIN CANORB ASIMOV OXYGEN CRYSTA GOLDEN NITRAM HOBBIT ZOOLOK GRAFIX BENCRI

And a set of POKEs to assist our hero (for Reset Switch owners only. Sorry!). Load the game and reset it on the title screen and enter POKE 33342,169 (RETURN) then SYS 29969 to restart with no collision detection! Wot a hero!

Bombuzal
(Megatape 16)

A BRILLIANT puzzler and no mistake! I'll reveal the complete set of passwords next month but for now try these codewords for various effects but watch out!
BIKE BIRD TAPE VASE PULL SPOT PALM LOCK
SAFE WORM NOSE EYES HAIR SIGN MYTH

WIZARD WARZ
(Megatape 16)

And to go with the game featured on this issue's Mega Megatape here's some information on the Mages, Monsters and Spells to help novice Wizards out.

SPELLS
Key:

M - Missile, R - Ring of Protection, I - Instant, s - Spiritual Points, p - Physical Points, m - Mental Points

MONSTERS
Key:

P - Physical, S- Spiritual, M - Mental

CREATURE	MAIN ATTR	SPELLS	CONTACT DAMAGE
WEREWOLF	P/S MED	2	MEDIUM
SNAKE	P/M LOW	1	MEDIUM
SCORPION	P MED	0	MEDIUM
GT SPIDER	P LOW	1	LOW
TRIFFID	M V HI	4	V LOW
YETI	P HI	2	MEDIUM
TROLL	P V HI	6	MEDIUM
VAMPIRE	S V HI	6	V HIGH
SORCERESS	M HI	10	V LOW
APE	P MED	0	LOW
GT LEECH	P V HI	1	MEDIUM
GT TOAD	P MED	1	MEDIUM
GT WASP	P V LOW	0	LOW
UNICORN	M HI	6	HIGH
WARRIOR	P HI	1	MEDIUM
SKELETON	S MED	2	HIGH
SPIRIT	S HI	5	HIGH
GLOPMAN	P HI	2	MEDIUM
RATMAN	P MED	2	LOW
EYEBALL	ALL LOW	5	V LOW
AMAZON	P/M MED	1	MEDIUM
MINOTAUR	P HI	4	MEDIUM
ZOMBIE	S MED	1	HIGH
GORGON	ALL LOW	5	HIGH
FIRE ELEMENTAL	P V HI	2	MEDIUM
HARPY	P MED	2	LOW
GT CENTIPEDE	P MED	0	V LOW
GT BAT	P V LOW	0	V LOW
GENIE	M MED	7	V LOW
SPHERE	M HI	4	V LOW
ARMOUR	P V HI	2	MEDIUM
MUMMIE	S HI	3	V HIGH
INSECT MAN	P HI	3	MEDIUM
DWARF	M V HI	1	LOW
ELF	M MED	3	LOW
BLADES	M LOW	1	MEDIUM
CRYSTAL MAN	P V HI	5	MEDIUM
BEAR	P HI	0	MEDIUM
WOLF	P LOW	0	LOW
DRAGON	ALL V HI	7	MEDIUM
GRYPHON	P V HI	4	LOW
OGRE	P V HI	2	MEDIUM
FIRE IMP	P MED	1	LOW
MAGE	???	10	LOW

SPELLS

KEY:
M – MISSILE. R – RING OF PROTECTION. I – INSTANT
s – SPIRITUAL POINTS. p – PHYSICAL POINTS. m – MENTAL POINTS

PHYSICAL SPELLS

IMAGE	NAME	COST	TYPE	EFFECT
	Slow	1p	M	Slow target rate for ? seconds
	Fireball	2p	M	-6 physical
	Icy Blast	2p	M	-6 physical
	Rock Shower	2p	M	-6 physical
	Magic Missile	1p	M	-6 physical
	Spit	2p	M	-3 physical
RED	Wall of Fire	5p	R	Stops missile PHY damage but not contact PHY damage. Can be destroyed by rock shower damage 3 PHY on contact
BLUE	Wall of Ice	5p	R	Stops all PHY damage. Destroyed by Fireball.
GREY	Wall of Stone	5p	R	Stops all PHY damage. Destroyed by icy blast

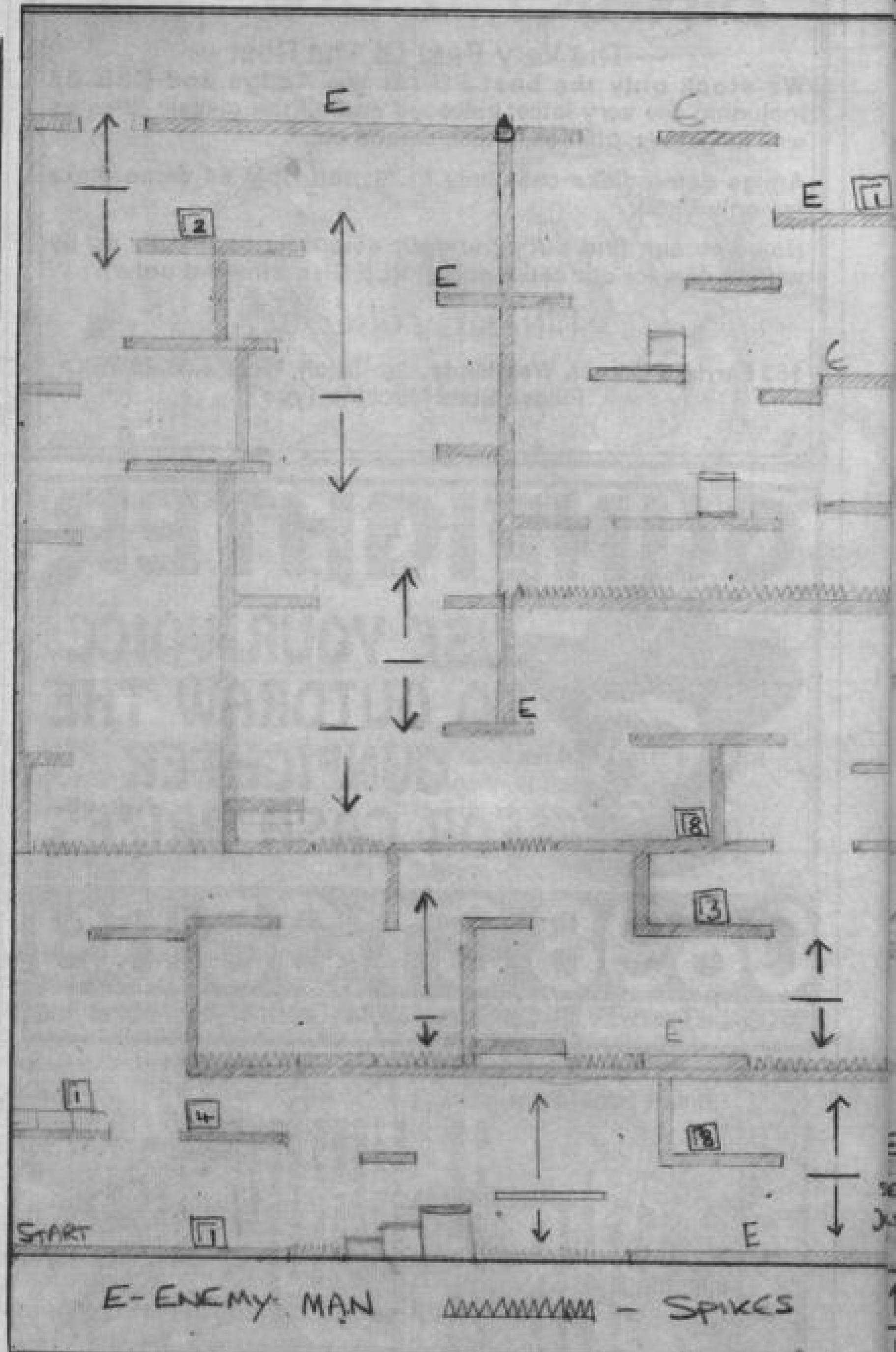
SPIRITUAL SPELLS

IMAGE	NAME	COST	TYPE	EFFECT
	Far Vision	2s	I	Increases vision radius
	Blind	1s	M	Reduces vision radius
	Fear	1s	M	Retreats target
	Evil Eye	1s	M	-3 spiritual
	Heavenly Bolt	1s	M	-3 spiritual
	Protection/Evil	4s	R	Stops all SPI damage

MENTAL SPELLS

IMAGE	NAME	COST	TYPE	EFFECT
	See Invisible	1m	I	Enables the player to see invisible adversaries
	Invisible	4m	I	Renders the player invisible
	Teleport	1m	I	Player: Leave combat/ Monster: re-position
	Fly	6m	I	Allows player to pass over holes in the combat screen
	Mindwrack	1m	M	-3 mental
	Stun	1m	M	Immobilise target for ? secs.
	Neutralise Magic	6m	M	-6 mental, destroys rings, cancels 'Slow' on caster
	Forget	3m	M	Opponent forgets spell (i.e. the spell is lost)
	Steal Spell	3m	M	Gets opponent's displayed spell, if stopped by mirror get mirror. NB Steal spell will not work if your spell book is full, 'evil eye' cannot be stolen.
	Tower of Will	4m	R	Stops all mental spells except 'Neutralise Magic'
	Mirror	6m	R	Caster of incoming spells suffers the result (destroyed by 'Neutralise Magic')

A POKE!



TOTAL RECALL
(Ocean)

Great movie (fabulous Sharon Stone), great C64 game, so-so on the Amiga but especially great to see tips and cheats and a whole lot more. Many, many thanx to Johnny Meegan **at Ocean for the maps, Ocean themselves for the cheats and a tipster whose name I've forgotten for his/her all-round tips and a handy first-level cheat. Ta whoever you are, were, will be. Here's the map of Level 1 and the final level and the Johnnycab stage on Earth. Anyone out there mapped out the Bennycab level on Mars?**

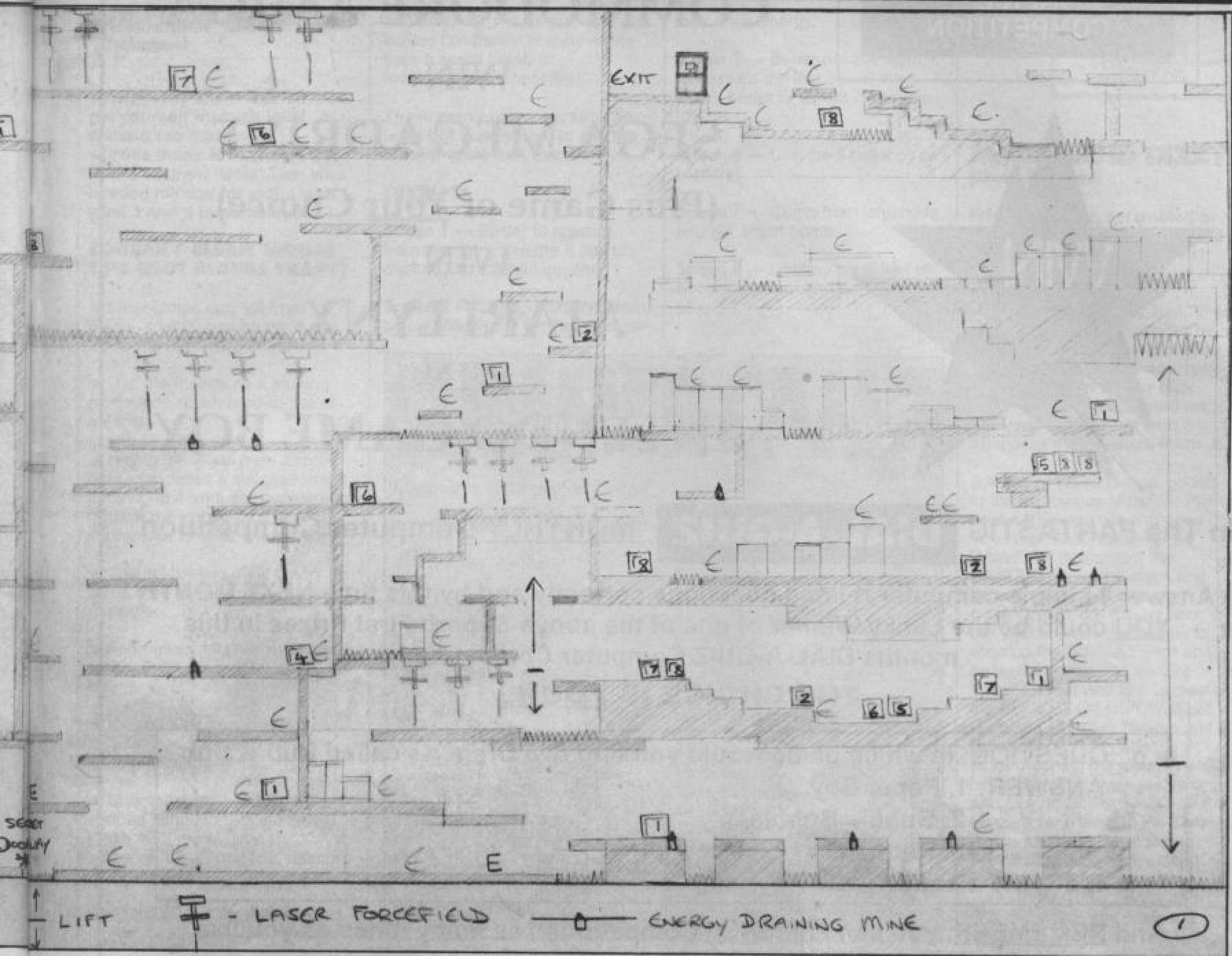
C64 CHEAT

This was mentioned last month but here's a reminder anyway. Get a high score and enter LIFE STILL GOES ON. instead of your name on the high score table (the border will go white to confirm that the cheat is on). Pause the game (F1) and hit the < key to load the next level. When the SKIP LEVEL? prompt appears you can press F1 to play that level or the < key to load the next level. This can be done right through to the end. This cheat acts as a toggle so you can switch it off by typing it in again (no real reason to do so but it's nice to have it there, I guess).

AMIGA CHEAT

Two cheats for the two types of game within the one program. On the title screen wait until the groovy *Total Recall* logo with Arnie's face has built up and type in LISTEN TO THE WHALES SING. The screen will flip à la *Batman* to confirm this and infinite energy for the rest of the game is yours!!! (Arnie's energy goes down to zero as usual but he's OK!).

To cheat on the Johnnycab/ Bennycab, type in JIMMY HENDRIX before you press fire to start, in order to receive enough energy to see you through (an infinite amount, no less). This cheat has to be repeated again for the Bennycab section on Mars.



C64 MEMORABLE TIPS

★ A handy short cut is to be found on level one right at the start. Jump across the first large gap with the lift, kill the enemy nearby and move up to the wall. Walk back to the left edge near the spikes and run towards the wall. Jump before you get to it so that Quaid lands halfway through the wall and lo and behold he's walked through walls and avoided 50% of the level (keep running to avoid the spikes on the other side)! Keep trying if it doesn't work first time.

★ Try not to lose the briefcase as you will have to retrieve it by going back, especially at the end near the phone box.

★ Avoid spikes and the energy-draining rays as they will kill you off quickly. Keep jumping if you land on spikes to reduce energy loss.

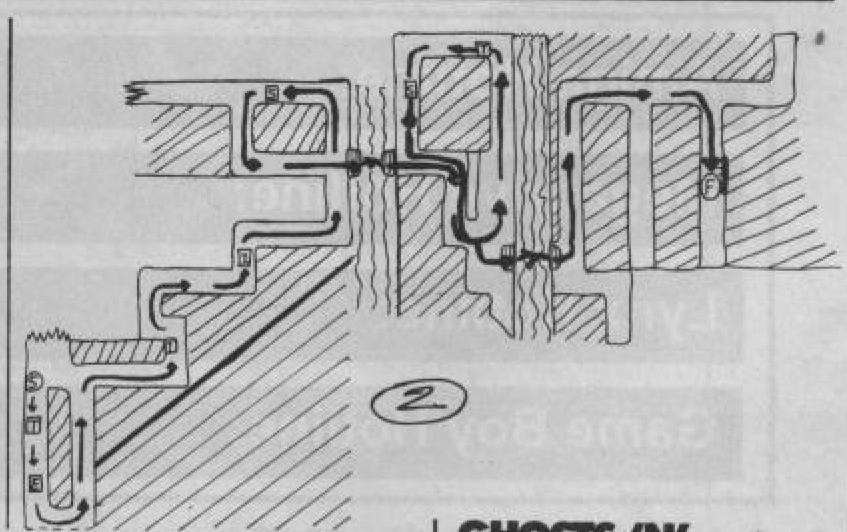
★ On Level 1 when you get the two different ammos don't pick up explosive ammo first as it is the best.

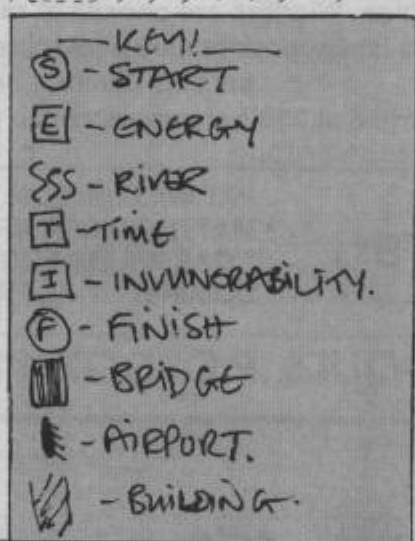
★ On Level 2 don't waste time when you have speed as it will run out and you won't be able to jump the bridges. You can sometimes jump through platforms to land on them instead of faffing about jumping down on them. Follow the arrows and watch the corners.

★ Jumping up and hitting enemies will not affect your power level. Go for energy capsules as often as possible.

★ Some crates need to be used to jump up so use the map to work out which ones and don't shoot them!!

★ Duck whenever you encounter enemies as they rarely kneel to blast you, when you do attack keep away from a ledge as a bullet can knock you off it to your doom.





GHOSTS 'N' GOBLINS
(Elite)

A quick cheat for the long delayed Amiga version of this so-so Capcom coin-op thanks to Samson Brown **of** South Harrow.

Type in DELBOY on the title page to help Arthur get through the game (to face it all again in *Ghouls 'N' Ghosts*?? No thanks!).

PIG IN A POKE!

SUMMER CAMP
(Thalamus)

You had the cheat last ish, now get yourself through level 1 without too many worries thanx to Maximus's friend Matthew 'Mole' Allen **who heeded my call for maps with level 3 and 4 to come soon.**

SQUEAKY CLEAN MOUSE TIPS (NOT MOUSE TRAPS)

★ Mousetraps only kill from below, so they can be used as platforms to run around on.

★ Use the frisbee as a moving platform to reach hard-to-get-at objects.

★ Hitting the 8 ball from directly below produces a still platform; jumping at it from an angle will make it roll — use as a moving platform or to destroy creatures.

★ The tail twirling (helicopter) takes time to wear off — avoid if possible.

★ Food gives 10 energy points — Acme Boxes reset your energy level.

★ Parachutes save you from a long fall and it's easy to die so keep one ready.

★ Shoot the creatures to reveal various items, including FACES to get 1000 points, the CLOCK to stop time for a good few seconds and the HEART for an extra life.

★ Watch out for the whirlwind as it produces a good few chickens and when it's not it's throwing out bullets constantly at quite a rate (use a smart bomb or invulnerability if possible).

There aren't many screens per level but here's how to get the trickier ones on Levels 1

LEVEL 1

Screen 1 — Easier to attempt from the right. Use the 8 ball to destroy Old Faithful geyser.

Screen 2 — Quicker to solve from below. Watch out for the bees as they drain energy.

Screen 3 — Better not use flight (unless it's the last box of the level), better to collect it from the left.

Screen 6 — Use the 8 ball icon as platform.

Screen 7 — Come from left/above and get smart bomb.

Screen 9 — Destroy creatures on bottom platform and jump to get box.

SUMMER CAMP
LEVEL 1

Mapped by Matthew 'Mole' Allen

LEVEL 1 — THE CAMP

- (1-9) Screen Number
- Mousetrap
- Acme Box
- No. 8 Pool Ball
- Flight
- Food
- Invulnerability
- Firepower/Melon Seeds
- Parachute
- Smart Bomb

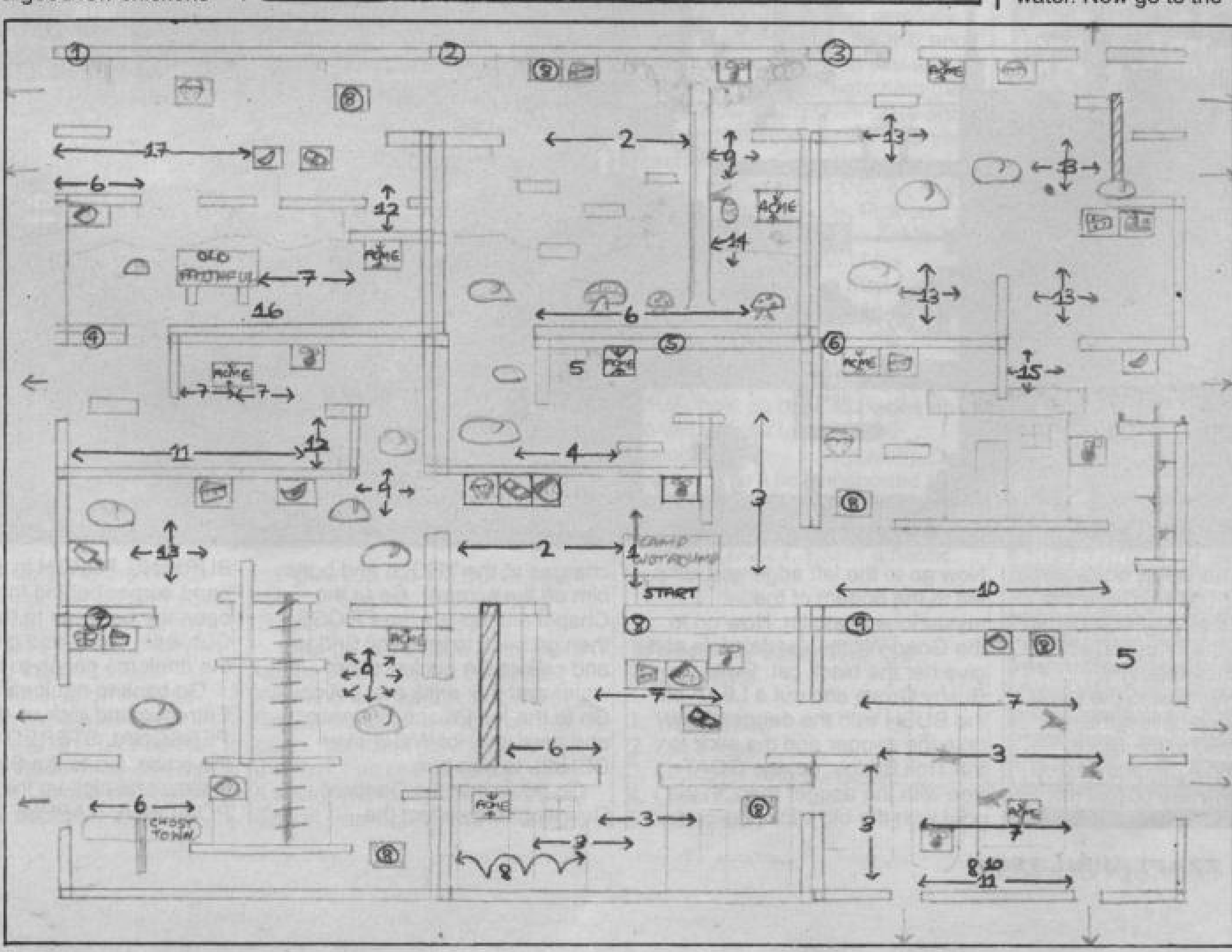
1 — Flying thing (very descriptive Matthew!)
2 — Kite
3 — Balloon
4 — Dog
5 — Falling apple
6 — Snake
7 — Vulture
8 — Rabbit
9 — Whirlwind (shoots mouse-killing projectiles in all directions)
10 — Skunk
11 — Jumping bean
12 — Ball
13 — Helicopter
14 — Bees
15 — Wisp (produces chickens)
16 — Geyser
17 — Frisbee (moving platforms)

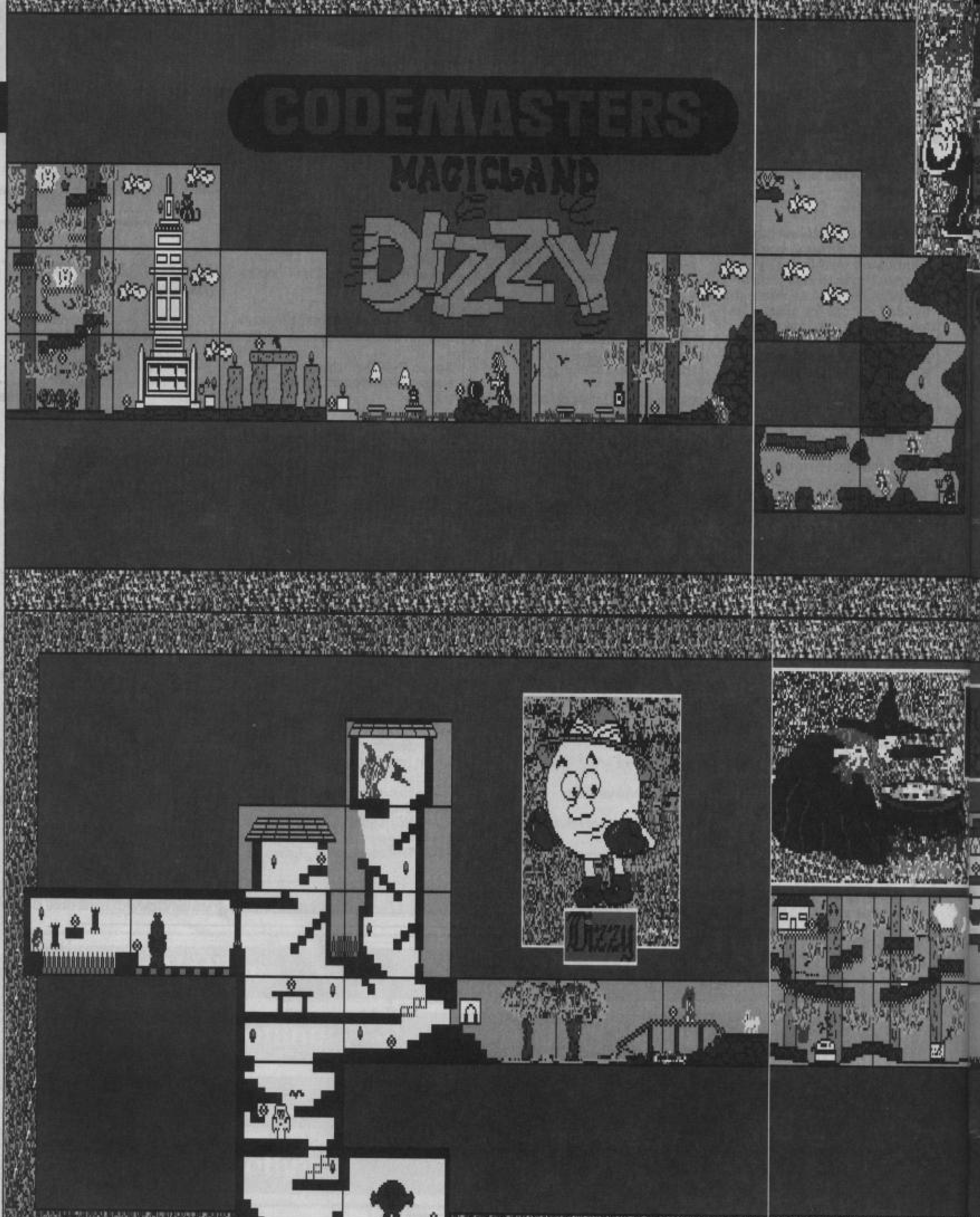
MAGICLAND DIZZY
(Code Masters)

Fried, poached, scrambled or raw — Dizzy's a good egg and his latest adventures in '101 bedtime stories' land is an eggs-citing yarn. Eggs-hilarating enough for Neil White **of Doncaster, South Yorks to provide the complete solution too. The map comes courtesy of Crash's own tipster** Nick 'Pervy' Roberts **(recreated on our very own Amiga with a little help from *Deluxe Paint 3*).**

Starting at Weird Henge, go left to the Mysterious Monolith. Pick up the KEY and use it to open The Back Door. Go up to the Grand Hall and collect the HANDLE, go up the stairs and left to the Watch Tower and collect the Power Pill, go back to the Well and use the handle to wind up the BUCKET. Pick up the bucket and take it to the Hot Water Geyser and fill it to create the BUCKET OF HOT WATER. Go to the Haunted Swamp and pick up the DRINK ME POTION while dropping the power pill. Go left to the other Haunted Swamp and pick up DORA FROG off the lily pad. Take them to the Throne Room and drop Dora next to Prince Charming to release DORA.

Go to the Draw Bridge and flick the switch and cross the water. Now go to the Troll Bridge

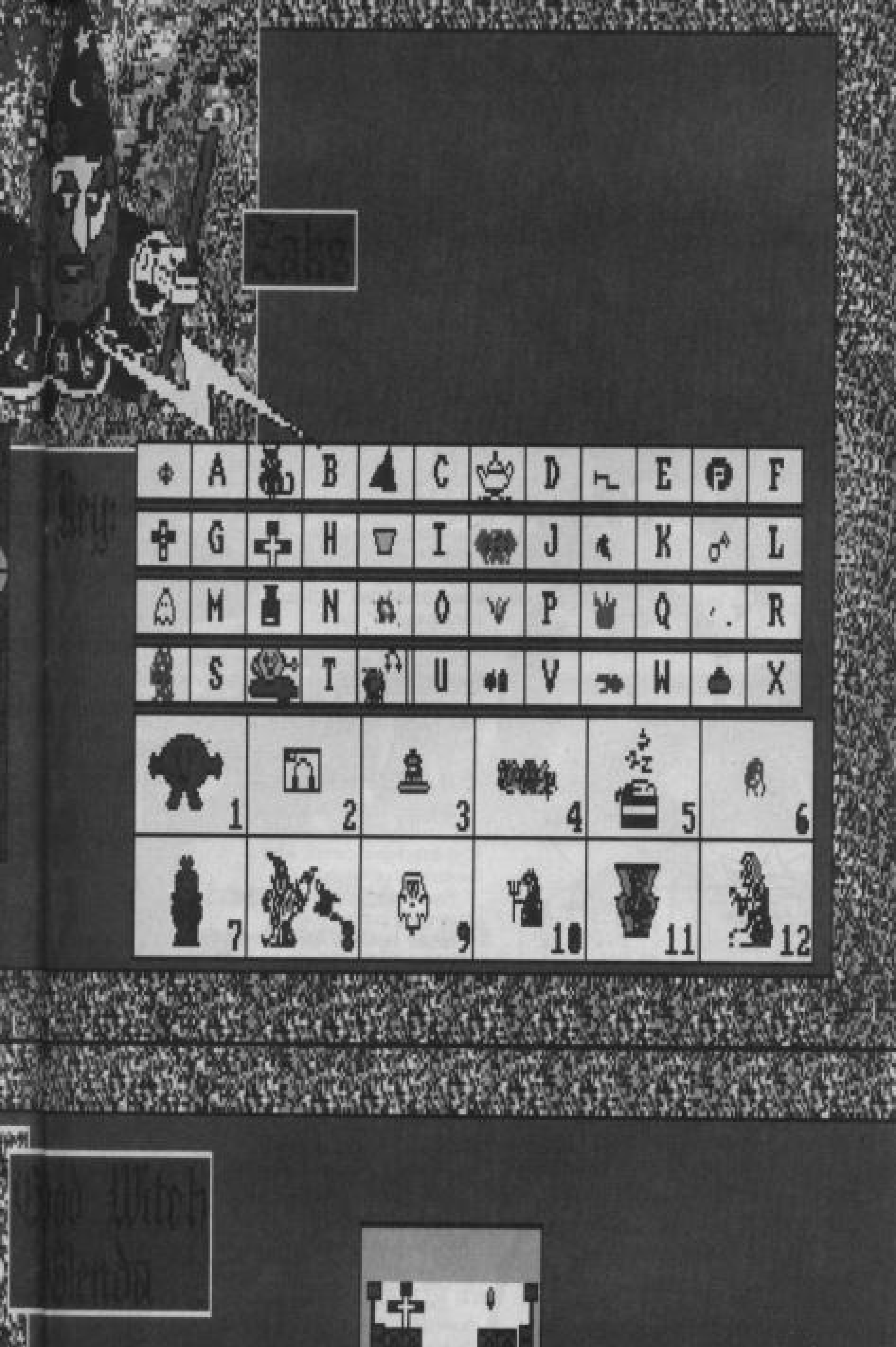




and drop the bucket of hot water and 'drink me' potion. Go to the Up A Tree screen and collect the STICK, go to the Tree Top screen and stand on the top-right platform and jump onto the top of the Monolith and collect the BLACK CAT. Go to the Right Edge and jump right onto the top of Weird Henge and collect the DAGGER and the DIAMOND. Now go to the left edge and jump left to the bottom of the mysterious Monolith. Now go to the Good Witch Glenda's Isle and give her the black cat. Go to the Bushy Grove and cut a LEAF off the BUSH with the dagger. Now take the dagger and the stick to the Troll Bridge, cut the GOAT free with the dagger then hit the goat with the big stick (the goat charges at the TROLL and butts him off the screen). Go to the Chapel and collect the CROSS, then go back to the Troll Bridge and collect the bucket of hot water and the 'drink me' potion. Go to the Ice Palace Entrance and pour the Hot Water over DENZIL to free him.

Go down into the Deepest Dungeon and collect the BURNING TORCH in the right-hand corner behind the rocks to open the passage to the Oubliette. Go in and give DAISY the drink me potion to shrink her.

Go back to the Ice Palace Entrance and pick up the PERSONAL STEREO and drop the cross. Go to the Sleepy Hollow and pick up the POISONOUS APPLE and take



A POKE!

ZZAP! TIPSLINE 72

For yet more wacky Welsh humour, plus last minute cheats, pokes and tips call Robin's tipsline.

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the personal stereo to the BARD in his Treehouse, he will give you his PIPES in return for the groovy stereo. Now take the torch with the pipes and the poisonous apple to the left side of Ye Olde Well and drop the pipes. Go to the Bushy Grove and pick up the cut leaf, take these three objects to Good Witch Glenda and drop them into the cauldron, Glenda will give you the WEEDKILLER in return. Take this to the Bushy Grove and free DYLAN.

Now go to Ye Olde Well, pick up the pipes and go down the Well and wait on the ledge with the Diamond on it and drop the pipes. Let them play a while until the RAT has completely gone to a sticky end. jump left into the Secret Passage (DON'T TOUCH THE STICKY STUFF YET!), go into the Forgotten Dungeon and pick up the ANCIENT LAMP. Go up then jump right to the Grand Hall, drop the lamp and go to the top of the Tallest Tower and pick up the LIGHTNING ROD. Now go into the clouds and pick up the CLOTH DUSTER, go down to the Grand Hall and dust the lamp. Go away from the lamp and drop the duster, pick up the lamp then the duster and go to the Sleepy Hollow. Drop the lamp on top of DOZY and use the wake up DOZY and free him.

Drop the three items separately in the Sleepy Hollow so as not to rub the lamp again. Go back down Ye Olde Well into the Secret Passage and pick up the STICKY STUFF, then go to the Sword In The Stone and pull out EXCALIBUR. Go to the Mirror Mirror screen in the Ice Palace and jump through the mirror (your left and right controls are now reversed). Take the QUEEN with Excalibur (because you are now KING DIZZY!).

Now carefully rescue GRAND DIZZY from the Curiouser and Curiouser screen. This will anger ZAK so go to THE DORMANT VOLCANO which has now become THE ACTIVE VOLCANO. Jump right carefully onto the VOLCANO SMOKE and keep jumping up when you are near the top. Jump right onto the rocks, now go into Hell Gate and descend into the depths until you reach Hades. Go down to the side of Hades (RED DEVIL) and follow his instructions. Pick up the TRIDENT and go to Zak's Tower and be careful of his LIGHTNING — drive the trident into ZAK's heart, collect his RING and take it back to Hades. Follow his instructions and throw the ring off the middle rock into the LAVA. now go back to Hades and he will tell you to collect 30 diamonds (what a surprise!!). Do this and you'll be transported to your friends and the CONGRATULATIONS screen!!!! Congrats DIZZY, you're a heroic egg alright!!!!!

Where To Find The 30 Diamonds

1. West Tower.
2. Zak's Tower.
3. Curiouser And Curiouser.
4. Chess Board.
5. Main Hall.
6. Entrance Hall.
7. Crypt.
8. Oubliette.
9. Troll Bridge.
10. Top Watch Tower.
11. The lower Tallest Tower.
12. Bard's Tree House.
13. Tower With A View.
14. In The Clouds.
15. Up A Tree.
16. Hidden behind a railing in Sword In The Stone.
17. Throne Room.
18. Castle Back Door.
19. Hidden behind a railing in Bushy Grove.
20. Mysterious Monolith.
21. Weird Henge.
22. In the first Haunted Swamp.
23. Under the cauldron on Good Witch Glenda's Isle.
24. Hot Water Geyser.
25. Hell Gate.
26. Hades.
27. Cracks Of Gehenna.
28. Hidden behind a railing in Cracks Of Gehenna.
29. Down A Well.
30. Secret Passage.

Brrr, brrr, CLICK ...... 'Allo? Oh ja, das ist gut! Eins, Zwei, Drei'.... CLICK brrrrrr. Oh well, that's about all I could get from Manfred Trenz in the way of *Turrican II* information for this issue so hang on a little longer. Turry should have got through HM Customs, the language barrier and the obstacle of the German Telephone Exchange by next issue. Anyone willing to delve into the later sewer depths of *Turtles*? And what about some Cartridge cheats/maps and the like, *Navy SEALs* anyone, *Summer Camp* later level mousing about, all the bits on *Narc, RoboCop II, Super Monaco GP* and EVERYTHING on *Ninja III*? The address is, as always, *Newsfield, Pig in a Poke, ZZAP!, Ludlow, Shropshire SY8 1JW.*

P.S. Editorial explanation: Q. How can you tell if an elephant has been in the fridge. A. Footprints in the butter! Q. How many elephants can you get in a mini? A. Two in the front, two in the back! Et cetera, et cetera. (Welsh humour!)

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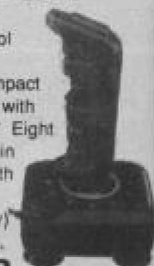
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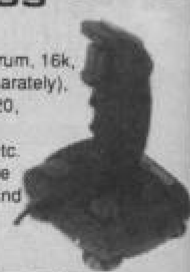
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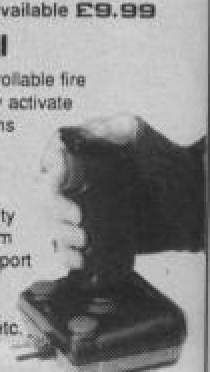


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★ A cyborg panther leaps at our snake-like hero. (Amiga)

saint DRAGON

● Storm/The Sales Curve, C64 £10.99 cassette, £15.99 disk; Amiga £24.99

The galaxy is under threat from a malevolent race of cyborgs: part animal, part machine, all co.. er, all out to be as nasty as they possibly can. Having taken control of most inhabitable worlds, they went on to conquer the planet of the golden dragon, the galaxy's last hope. Then, strangely enougn, from amongst the cyborgs themselves rose a solitary rebel, a curious mechanoid dragon determined to halt its former comrades.

This awesome battle is represented by a horizontally-scrolling shoot-'em-up with five levels, each ending with huge cyborg ringleader (a giant bull, a flying saucer, the Mazefirer, the Mallard and the Hive).

As well as spitting plasma bolts, the rebel dragon can use its indestructible tail to protect itself. Tokens can be collected to drastically improve firepower by adding extra torpedoes, or changing your weapon to a laser, fireball or bouncing bombs. And if your joystick doesn't have an autofire switch, the Amiga game has a built-in autofire option ('for one-handed play'!), implemented by pressing 'A'.



Knowing Sales Curve, Amiga *Saint Dragon* is probably a very close conversion, however it's questionable if their considerable talents should've been spent on such a derivative coin-op. The dragon looks like a snake, while the 'unique' tail sadly just trails along and can't be used to lash enemies as you might like. If you liked the coin-op, or simply can't get enough of horizontally scrolling shoot-'em-ups the slick Amiga conversion could well find favour. End-level monsters are impressive and there's certainly some nasty attack waves (level two is hair-tearingly tough), but I was never hooked.

The C64 game is no less polished, only this conversion is too easy with level one being particularly dull. Technically the game's impressive, with attractive, fast-moving sprites, varied backdrops and good end-level creatures. The dragon sprite is well drawn, but small so the tail is of little use, and this only emphasizes the awkward shape of the dragon for this type of game. It's certainly not the nippy little spaceship you expect, and not big enough to be impressive in *Dragonbreed* fashion. Worth a look though.



A rather obscure coin-op, this one: even Robin's never played it. Still if it's anything like the conversion I'm not surprised as it's a very derivative blast-'em-up. The indestructible tail is a good idea, but on the Amiga version you can simply wrap yourself in it for the first couple of levels and go and make a cup of tea. Then it becomes impossible! The 16-bit graphics are only ordinary and the simple blast-it-all action is never exciting.

The C64 is similarly dull, mainly due to the incredibly low difficulty level — with a bit of extra firepower it's easy to slaughter everything on-screen. In fact, the main hazard is the glitch which occasionally kills your dragon for no reason whatsoever! A higher difficulty level could have made all the difference as technically this isn't a bad conversion. There's a pleasant (optional) tune playing throughout and plenty of large sprites zipping around the screen — I was especially impressed by the large end-level superbaddies with the screen flashing dramatically when they first appear.

C64

PRESENTATION 75%
Lengthy multiload, high score table, toggle music/FX, four continue-plays. Packaging includes free badge.

GRAPHICS 75%
A smaller but okay dragon sprite, fast-moving enemies on fair scrolling backdrops. Impressive superbaddies.

SOUND 63%
Pleasant tune can be swapped for standard spot FX.

OOKABILITY 60%
The first couple of levels are a little too easy...

LASTABILITY 52%
...and with a mere five levels it shouldn't take long to complete.

OVERALL 55%

This dragon's lost its fire.

amiga

PRESENTATION 69%
Few options but four continue-plays and mini-intro. Continuous loading cuts game interruptions to a minimum. Free badge.

GRAPHICS 72%
Lack of background detail and colours but plenty of detailed, very fast-moving sprites!

SOUND 58%
Reasonable if repetitive music and dreary effects.

HOOKABILITY 69%
The unusual dragon sprite spices up the standard shoot-'em-up format.

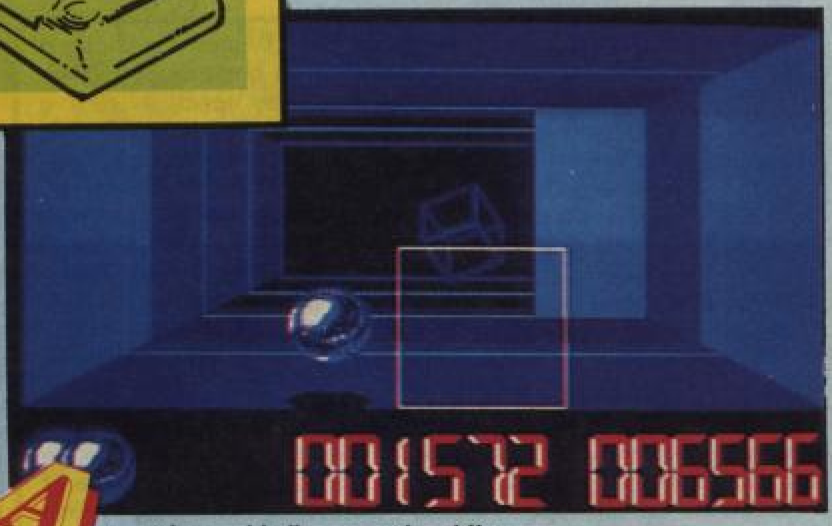
LASTABILITY 55%
Only five levels but they get tough pretty quickly — however, you're unlikely to be inspired enough to persevere.

OVERALL 59%

An okay conversion of a mediocre coin-op.

★ The dragon's smaller on the C64 and the cheetahs don't leap.





★ A bat-and-ball game with a difference.

THE LIGHT CORRIDOR

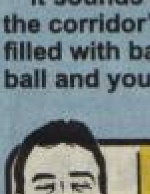
● Infogrames, Amiga £24.99

Far from being on some abstract spiritual plane, the 'Ultimate Light' is situated at the end of a huge 3-D corridor. To reach it, you use a transparently bat to knock a metallic ball down the corridor, advancing your bat at will.

It sounds easy enough, but the corridor's fifty stages are filled with barriers — miss the ball and you lose it (you start with five). Some of the barriers move, including some which follow your bat's movements. Coloured 3-D shapes can be collected to make your bat magnetic, bigger or (if you get the wrong one) smaller.

At the start of each stage there's an access code to note down. After every four stages there's a special challenge, such as hitting a moving target several times.

An in-built editor allows you to create your own corridors and save them to disk.



Infogrames have come up with a new angle to bat and ball games. The extra dimension makes things a little trickier, especially when the ball's bouncing around at high speed. As it's hard to judge exactly where the ball's going, success depends more on a good strategy: carefully bouncing the ball around obstacles and not pushing too far forward at once. Frustration is greatly eased by the level code system and I found the game pleasantly playable.



ROBIN

This looks pretty simple stuff, harking back to the days of *Breakout* with shades of *Room 10* as well, but it's turned out to be one of the most addictive games I've played this month. The tunnels start off pretty empty but throw in a few barriers here and there and everything goes crazy; add moving columns and you're tearing your hair out. Although the more complex corridors really drove me up the wall I just couldn't resist going back time and time again. And for once there's a construction kit that doesn't ruin the game's lasting appeal

PRESENTATION 84%
Level access codes and excellent, easy-to-use corridor designer.

GRAPHICS 60%
Virtually monochromatic, but fast and later on there's an impressive amount of slamming walls, electrical barriers etc.

SOUND 74%
Mellow title with good in-game FX including a Prince sample!

HOOKABILITY 80%
Highly addictive for arcade fanatics, a superb test of reflexes...

LASTABILITY 82%
...and 50 levels, plus a designer, means there's plenty of challenge with some tricky end-level monsters.

OVERALL 81%

Good light entertainment.

Z-OUT

● Rainbow Arts, Amiga £19.99

The success of *X-Out* has ensured yet another alien menace looms over Earth, this time allowing two pilots to participate in the action. Interestingly the game plays quite differently in one- and two-player modes. In the former there's seven different weapons to collect, each upgradable three times, and once you die you go back to the last restart position. There's also a drone and numerous satellites to collect. In two-player mode there's only two add-on weapons (inactive until level three), but if you die the game still rolls on until all lives are lost. Whichever way you play, opposition is tough — six lengthy levels with numerous mega-monsters, walkers and high-speed attack formations.



ROBIN

Z-Out sure is an addictive two-player blast — tempers can be lost as easily as it is to pick up the vital bonus pods (or lose a life!). *Z-Out*'s influences are unsurprisingly a host of coin-ops but it's good to see it's got the graphic and sonic quality to do them justice. Aside from the two-player mode there's little new over the likes of *R-Type* (or indeed *X-Out*) but if you want a challenge then this is certainly recommended.



STU

Z-Out lacks the presentation of its predecessor and the initial graphics are somewhat bland; silky smooth scrolling and a Amiga palette of course, but a bit dull. But unlike most games the levels get better later on — the *Alien* level is superb — and the two-player mode is good fun. Going back to restart positions on the one-player game can be irritating, but the wide range of dramatic weaponry helps compensate. *Z-Out* offers little originality, but it's superbly executed and very tough!

C64 UPDATE
No plans as yet.

PRESENTATION 80%
Simultaneous two-player option, continue-plays, save-to-disk high scores, optional software autofire and free poster.

GRAPHICS 81%
Silky scrolling, super-fast villains, impressive mega-monsters and some great later levels.

SOUND 84%
Good title tune, optional coin-op style soundtrack changing with each level plus nice FX.

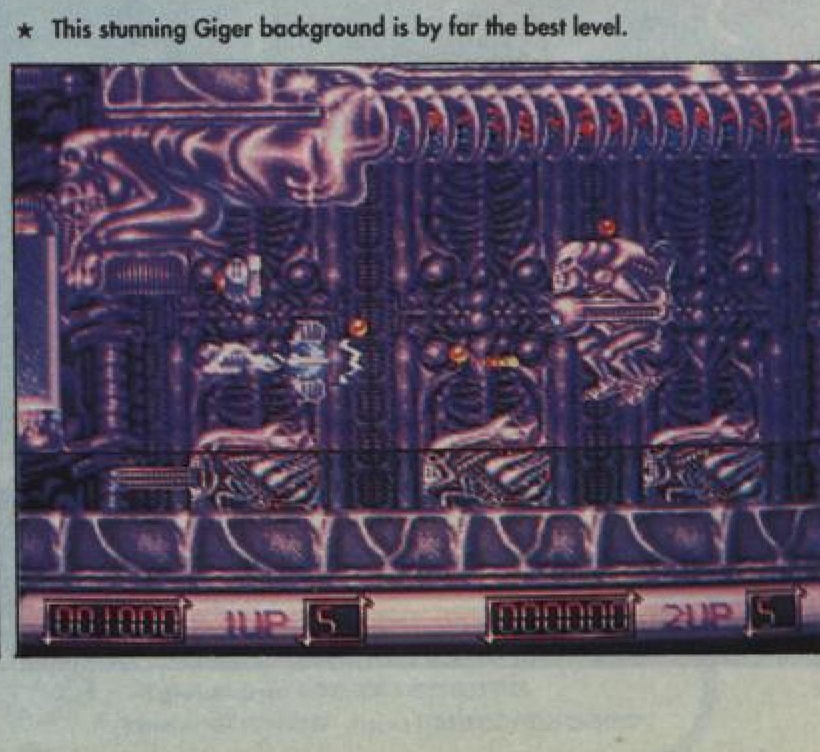
HOOKABILITY 80%
Tough to begin with, but two-player mode helps you get into it.

LASTABILITY 78%
Six worlds provide a tough challenge.

OVERALL 80%

A first class shoot-'em-up.

★ This stunning Giger background is by far the best level.





EXTERMINATOR

● Audiogenic, C64 £10.99 cassette, £14.99 disk; Amiga £24.99

This obscure coin-op comes from Gottlieb, a company best known for their pinball machines. The plot is that all kinds of mayhem have broken out in a nondescript street in the suburbs of Chicago. Swarms of insects have mutated into ferociously lethal creatures, rats and frogs have turned vicious, while toy tanks have come to life! Clearly your average, everyday pest control isn't going to be able to cope so it's time to call in the EXTERMINATOR!

Who? Well he's certainly no wimp, all he needs to sort things out are his bare hands — and in the game you control one such disembodied hand. Houses are represented by a series of 3-D rooms where various baddies come buzzing, trundling, scurrying and leaping toward you. You can deal with them by slamming your fist down from a great height, shooting them by moving your hand to the side of the screen, or grabbing them in midair. Dodecahedrons and bombs can be caught for extra energy. On the other hand (agh! — Ed), wasps give a nasty sting when grabbed — they can be waved away rapidly moving the joystick in a circular motion.

Simply totalling the creatures isn't enough; the Exterminator also has to clean the floor! On the first level, cans must be smashed open to turn a tile over to your colour. Create a vertical line and you complete a level. On later levels frogs with lethal tongues, shell-firing tanks and other such nasties put up more of a struggle than the cans. Once all the rooms in a house are cleared, it's onto to the next house. Clear all seven houses and there's an Ultimate Challenge with a huge bonus points prize!

To aid you in this task you might like to take along a companion. On the C64 players take turns, but on the Amiga it's simultaneous with players choosing either to cooperate or compete — each creates his own colour tiles.



Shooting and crushing creatures with my bare hands isn't normally my idea of fun, but *Exterminator* proves strangely playable once you get used to the rather awkward controls. The Amiga benefits greatly from its enjoyable two-player mode, though 'voluntary' cooperation often degenerates into an all-out conflict! On the C64, the game is more fiddly to play due to more precise collision detection for grabbing — possibly to make up for the lower number of creatures on-screen. At times, the persistent pests become very irritating. Thankfully then, levels can be skipped by using the warps (accessed by shooting the fridge door in the kitchen!).



Gottlieb are hardly Konami, but *Exterminator* can at least boast a fresh and original approach so often lacking from more mainstream coin-ops. A novel shoot-'em-up style, including grabbing, pounding and waving away insects works quite well once you've worked it all out. On top of this, building up lines is a neat idea — particularly on the Amiga where you can choose to cooperate or fight in two-player mode. The only real drawback is that going through your average household doesn't get your blood racing, particularly with no awesome end-of-level monsters to look forward to. It's fun and enjoyable enough, but over the longer term might prove a bit repetitive as the occasional bonus screens offer little new over the basic game. The C64 version suffers the further problems of no simultaneous two-player option and fiddly collision detection. The background graphics make great use of the machine though, so progressing to see new screens is quite rewarding.

amiga

PRESENTATION 72%
Five shared continue-plays, simultaneous two-player and demo mode.

GRAPHICS 78%
Nice backdrops and a varied bunch of monsters, plus a well-animated hand.

SOUND 70%
A reasonable coin-op soundtrack with some nice spot FX.

HOOKABILITY 81%
A little tricky initially, but the two-player mode is great fun.

LASTABILITY 76%
A big challenge, originality helps compensate for lack of variety.

OVERALL 79%
A unique and very enjoyable shoot-'em-up.

★ Ouch! I knew I shouldn't have grabbed that wasp! (C64)



C64

PRESENTATION 75%
Digitized house, nice attract mode and lots of continue-plays. Two-player mode is alternate rather than simultaneous though. Hefty multiload a pain on tape.

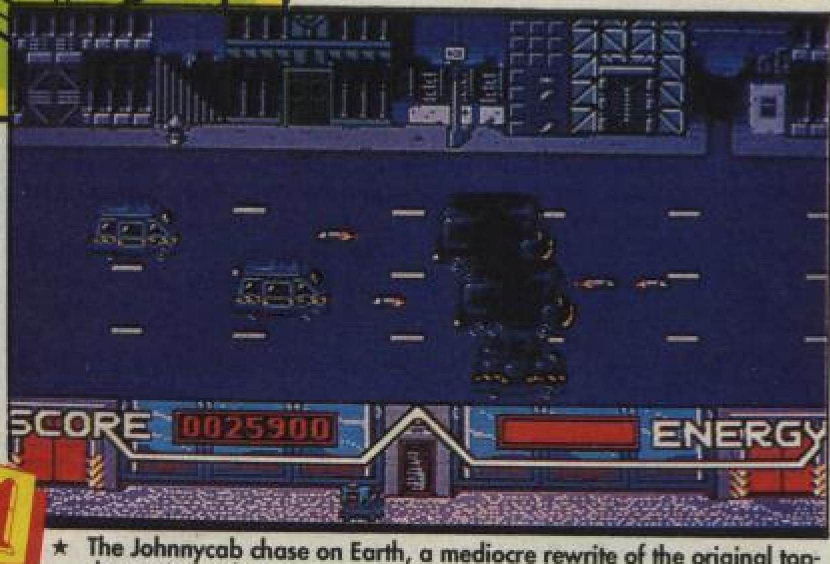
GRAPHICS 80%
Interesting, digitized-style backdrops and a good hand. Monsters a bit blocky though.

SOUND 75%
A nice soundtrack with good spot FX.

HOOKABILITY 70%
Control system takes time to learn.

LASTABILITY 66%
Graphics provide some incentive, but difficulty might prove frustrating.

OVERALL 69%
A novel and interesting shoot-'em-up.



★ The Johnnycab chase on Earth, a mediocre rewrite of the original top-down view sub-game.

TOTAL RECALL

● Ocean, Amiga £24.99

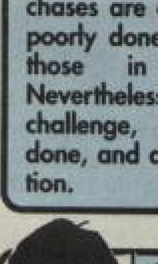
Although the scenario remains the same, with Quaid the amnesiac secret agent revisiting Mars, the Amiga version is considerably different from the C64 one (76%) with two more levels. Level One is a side-on view platforms-and-ladders action game, with four objects to collect before Quaid can exit.

Level Two's cab chase has a side-on, horizontally scrolling perspective. Quaid must shoot or avoid the baddies in his attempt to escape and there's even an end-of-level tank to beat.

Level Three is similar to One, only set in a warehouse packed with security devices. Simply find the exit to escape to Level Four, which continues the format only with Martian graphics. Similarly Level Five is virtually identical to Two except for different graphics. The final level is another platforms-and-ladders game, but it's by far the biggest and involves finding keys to open locked-off areas. There's also a short puzzle section, the infamous lift fight (no gore though!) and a climactic confrontation with Cohaagen.



Oddly enough the C64 disk game completely outclasses the grainy, unatmospheric Amiga presentation (why no digitized pics?). However the game itself isn't too bad. The platforms sections are tough and playable with a nice variety in structure — combat is emphasized in Three and Four, while Six requires extensive exploration. Sadly the rewritten car chases are overly difficult and poorly done — far inferior to those in C64 *Batman*. Nevertheless *Total* offers a big challenge, reasonably well done, and deserves consideration.



Standard platform action is all well and good in a C64 game but on the Amiga it needs a lot of game depth to justify its use. *Total* fails to provide this, and three big levels of similar platform action is a bit much with so little originality and unremarkable graphics. Further damage is done by the very basic horizontal blast-'em-up section and poor presentation. I think this Total Rehash deserves the 'Uzi 9mm!!! treatment'!

PRESENTATION 60%
Grainy comic-strip intro and interlevel screens, but nice title page.

GRAPHICS 58%
Disappointing exaggerated sprites, unremarkable backdrops and poor chase scenes.

SOUND 86%
An excellent bass-heavy soundtrack, a few indistinct voice samples.

HOOKABILITY 72%
Level One is a very nicely balanced intro.

LASTABILITY 68%
A genuinely massive, if unoriginal challenge, especially with murderous chase scenes.

OVERALL 70%

Totally uhm, okay.

DICK TRACY

● Empire, £10.99 cassette, £15.99 disk; Amiga £24.99

Warren Beatty's extravagant film version of the comic strip legend featured Madonna, Al Pacino and some spectacular cinematography. Unfortunately however good *Tracy* looked, the plot was a bit limp — a basic 'bad guys trying to take over New York' effort. The computer game represents the bit in the film where Tracy's sweetheart, Tess Trueheart, has been kidnapped and Dick comes to the rescue. The action takes the form of a flickscreen shoot-'em-up with five levels of a dozen or so screens each. Initially unarmed Tracy can pick up guns and grenades from hoods who he punches to the ground. As the game progresses the hoods get sneakier, sniping from windows and throwing petrol bombs from speeding cars.



Look, I know this is meant to be a period piece, but did that have to extend to prehistoric programming?! It's not just bad, it's astonishingly bad. Both versions suffer from feature-length multiloads and pathetic gameplay: keep running along, shooting any baddies in your way. The Amiga game is ridiculously easy: even the end-of-level gangsters are total wimps — just shoot at them for a couple of seconds and they surrender! It also features an ear-wrenching soundtrack and primitive animation. On the C64 the backdrops are deadly dull and the sprites are so blocky it looks like the villains have already been set in concrete!



Tracy is an even worse game than film, with incredibly simplistic gameplay consisting simply of walking right and shooting the baddies. The execution of this idea is abominable with flickscreen scrolling on both versions and some very poor animation. The C64 suffers atrocious graphics, but all the Amiga's fancy presentation screens just mean its multiloading is almost as irritating as the C64. Warren should sue.

amiga

PRESENTATION 48%
Lots of fancy presentation screens, but multiloading can get irritating when you die.

GRAPHICS 34%
Reasonable sprites and backgrounds, but poor animation and flickscreen scrolling.

SOUND 27%
Dire FX and a poor tune.

HOOKABILITY 22%
Dull and boring.

LASTABILITY 17%
Repetitive.

OVERALL 16%

Pointless.

C64

PRESENTATION 28%
Mediocre intro and poor multiloading, reloading level one if you die there. Two continue-plays.

GRAPHICS 11%
Awful.

SOUND 24%
Okay intro tune, but poor in-game soundtrack.

HOOKABILITY 10%
Overly difficult and incredibly unoriginal.

LASTABILITY 12%
More of the same repetitive action.

OVERALL 11%

Agh!

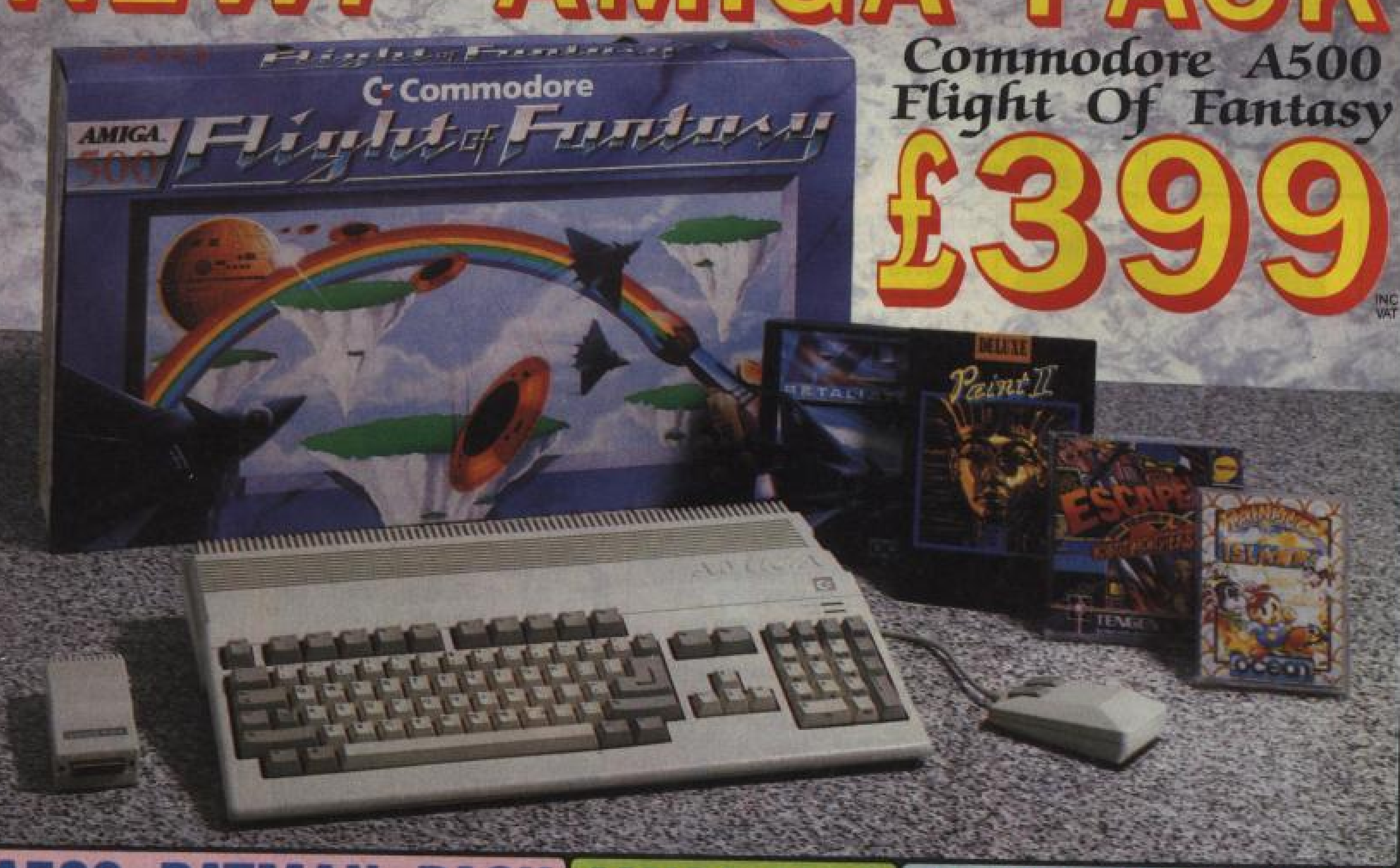


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★ Players can be bought and sold at the market.

MUDS

● **Rainbow Arts, £24.99**

Overcrowded prisons? The continent of Ghold has come up with a novel solution: get all those lazy convicts working to earn enough money to buy their freedom. There's a choice of four careers: stone breaking, gluing paper bags, being a medical guinea pig or playing MUDS.

The latter stands for Mean Ugly Dirty Sport and is the most popular option. The game is a sort of violent cross between basketball and American football, with scoring achieved by throwing a flonk (a small pterodactyl-like creature which is open to bribery!) into the opposition's flonkpott. Two teams of five play on a pitch divided into three sections: two defensive zones with a no man's land in between. In front of each flonkpott there's a moat, infested with a hungry carnivorous creature — if you're brave enough to place the flonk in the pott by jumping across, you score two points!

The rules of this 'sport' are simple: basically you can do anything you like, hitting opponents, even starting a full-blown fight — except in no man's land where you can only tackle the ball-carrier (unless you've bribed the ref!). Substitutions can be made freely by calling a time-out and are often necessary to replace dead players — one way of winning the match is to decimate the opposition!

As coach of a MUDS team, you start out in the city of Gorden. Here you can book your players into a hotel, take injured players to the healer, bet on MUDS matches and visit inns (where you can buy drinks, bribe/hire opposing players or even start a massive punch-up!). Money can be borrowed from the bank or loan shark.

You can strengthen your squad by buying and selling players, which can be any of several races — the only limitation in selecting your five-player team is that you can't mix races within any of the three pitch sections.

If you play a full campaign, the objective is to beat each of four teams in four regions to win the Great Cup. This requires you to visit other cities, paying your taxes before you go! Matches can be played between one or two players against the computer, or even computer vs computer. Two-player practice matches can also be played.

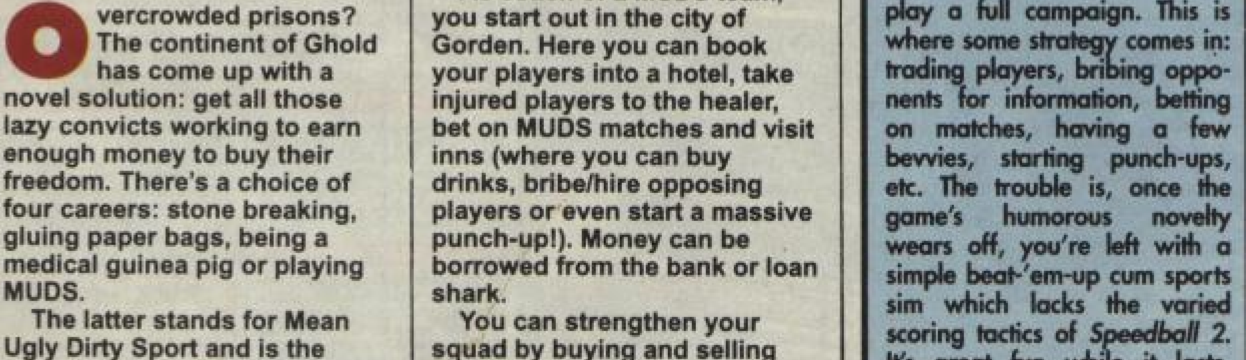


Violent sport, I love it! *MUDS* is a bit like American football without the complicated rules, ie you can go around hitting other players and starting punch-ups! You can even bribe the ref before the match! Two-player games are a good laugh, with fights breaking out all over the pitch, but to get the most out of *MUDS*, you must play a full campaign. This is where some strategy comes in: trading players, bribing opponents for information, betting on matches, having a few bevvies, starting punch-ups, etc. The trouble is, once the game's humorous novelty wears off, you're left with a simple beat-'em-up cum sports sim which lacks the varied scoring tactics of *Speedball 2*. It's great fun while it lasts, though.



MUDS combines an enjoyable combat/sports game with a management side so sophisticated as to be an adventure, complete with bribery, slave trading, pub punch-ups and 16 cities to visit. Graphics are good throughout, with some attractive management pics and nice sprites — there's an amazing range of creatures, all quite tiny but superbly animated and boasting varying characteristics. Actual on-pitch gameplay is a fairly straightforward mix of frenetic combat and mad dashes toward the flonkpott. Control can be a little fiddly with so much happening, even in the simple 'Nearest Player' mode, however the characterful animation and good presentation (such as the referee's hand gestures) make it all very entertaining. Combined with the depth of the management game and great sense of humour, *MUDS* offers plenty of value for money. Although it lacks the strength of the easily accessible basic gameplay in *Speedball 2*, *MUDS* is bound to a huge cult hit.

★ The brutal action often deteriorates into a massive punch-up.



PRESENTATION 87%
Free poster, humorous manual. One or two players (competitive or cooperative), savable full campaign, loads of statistics.

GRAPHICS 74%
Characterful player sprites, pitch seems a bit empty though.

SOUND 68%
Bombastic title tune, fanfares, adequate tackling and crowd FX.

HOOKABILITY 76%
Two-player games are fun and funny, though controls seem a bit fiddly at first.

LASTABILITY 88%
Full campaign is a huge challenge with the strategy of trading players, bribing flonks, visiting new cities, etc.

OVERALL 79%

Good dirty fun.

LOOPZ

• Audiogenic, C64 £10.99 cassette, £14.99 disk; Amiga £24.99

After destroying tiles, joining up piping must be top of the puzzler list. Maybe all these programmers are DIY buffs! In *Loopz* you make loops out of the bits of piping slung at you. As each piece appears you have a fast-diminishing time limit to move it around, rotate it and drop it. If you don't drop the piece before time runs out you lose a life.

The more complex the loop, the higher the bonus points when it's completed and disappears. Initially pieces are small, but they soon get bigger and more awkward to position. Thankfully you occasionally get gopher pieces which destroy an incomplete loop, creating vital space.

At the beginning of the game you can choose the skill level (basically your time limit), and two slightly different ways of playing. In Game A if you clear the screen, you get a massive bonus. But in Game B you go onto Bonus Game One. This plays much the same as the normal game, only completed loops don't disappear. As soon as the timer runs out, or you can't place a piece, then it's back to the main game.

To play Bonus Game 2 you must construct a complicated enough loop to match or exceed the Bonus Points Target. You then go onto a special screen with a loop already constructed. Some of its pieces are then removed and you must exactly reconstruct it for a bonus score.

If you want you can play only Bonus Game 2 by selecting Game C. This can only be played solo, but there's passwords every five levels. All the other levels can either be played by one or two players, taking turns to place pieces or simultaneously. In the latter each player has a cursor and individual score, but points are only earned by completing loops. Also, players can play at unequal skill levels.



Creating perfect loops seems a promising concept, but its implementation is flawed. The random piece selection can be frustrating as it doesn't allow you to plan ahead (a *Tetris*-style 'next piece' indicator would have been helpful). And when you've got a nearly full screen, you often get several large pieces in succession, losing you several lives in one go. Apart from these niggles though, *Loopz* is quite fun — especially in the competitive two-player mode which involves stealing and sabotage! The different game types provide variety; the skill levels challenge, though there are no real graphical rewards. Let's hope Audiogenic do an improved sequel.



The frantic placing of pieces is reminiscent of *Pipemania*, and although the heart of *Loopz* isn't quite as sophisticated, a wide variety of options help compensate. In particular the competitive two-player game is a great test of temper — how would you feel if you'd just developed a massive loop and someone (ie Phil) nicked all the points with the last piece? Or if he dropped the wrong piece to wreck the loop to ensure you didn't get any points? It's all good clean fun — and no-one's been killed yet! Both versions boast nice clean graphics and a choice of tunes with very little to choose between them. The bonus games provide some much needed challenge, particularly the second which can played as a game in its own right. In short, well worth a look particularly if you've got a 'friend' to play with.

amiga

PRESENTATION 83%
Same as C64.

GRAPHICS 61%
Slick and fast, but lacking variety. Game C has a nice glassy look showing what could've been done in jazzing things up.

SOUND 70%
Same as C64.

HOOKABILITY 80%
Same as C64.

LASTABILITY 60%
Same as C64.

OVERALL 70%

Technically mediocre, but still good fun.

C64

PRESENTATION 83%
Ten skill levels, three game-styles, simultaneous or alternate two-player play, password system for Game C plus high score tables.

GRAPHICS 65%
Quick, attractive and a good match for the Amiga.

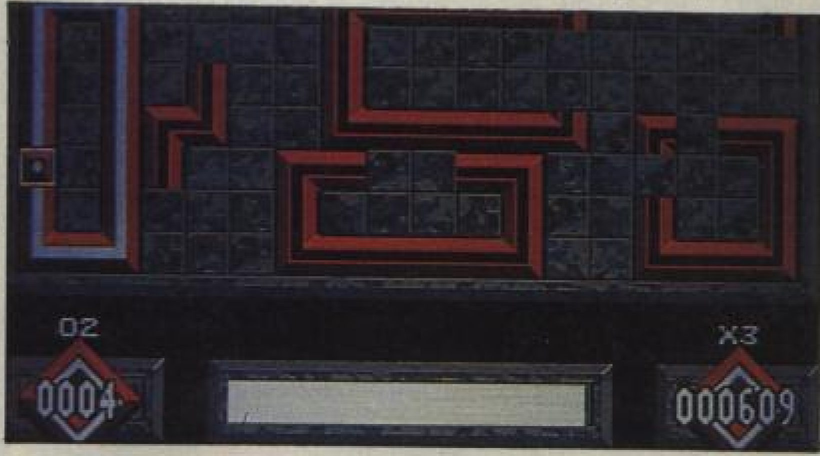
SOUND 80%
You can choose FX only or one of three tunes.

HOOKABILITY 82%
Very easy to get into and getting to the first bonus screen is a nice target, taking quite a few goes to achieve...

LASTABILITY 65%
Apart from seeing the varying loops of Game C, the main aim is scoring points. Difficulty is pitched so this won't be easy though, and two-player modes are very good.

OVERALL 74%

A game to get tied up in.



★ Two players get tied up in vicious competition. (C64)



A Lemm

● Psygnosis, Amiga £24.95

Lemmings are those notorious vole-like rodents whose holiday planning leaves so much to be desired, cheerily toppling over the edge of cliffs on their lunatic migratory jaunts. It's not as if they're suicidal, they're just too dopey to notice imminent death staring them in the face. Now you've been given control of a whole bunch of lemmings, dozens and dozens of the little blighters desperate to get away from it all. Fortunately you have been given god-like powers to smarten some of them up...

In each of the 140 screens there's a start point where the dumb but cute critters are dropped, and an exit. The aim of the game is to guide the lemmings from one to the other without them being burnt up, drowned, crushed, splattered, hung or simply lost in the wilderness when time runs out. This is no easy task as your basic lemming will continue walking straight on until some hazard extinguishes his little life. To stop this you need your smart lemmings.

To smarten a lemming up you simply click on the skill you want, then move the cursor over to the right lemming and press fire. You've now got a smart lemming, well sort of. The most basic kind of lemming is a Blocker which stands with its arms outstretched stopping anyone getting past. Obviously by using two you can contain the dumb lemmings indefinitely. Normally you'll do this after letting a few lemmings go ahead to start preparing a safe route. These trailblazers can be turned into Climbers which can clamber up vertical surfaces, and Floaters which survive big drops by using parachutes. There are also Builders which construct bridges, but they only work for a set period before stopping and bravely marching onwards (even if it's into an bottomless abyss). Fortunately, you can keep them working if you click on them as soon as they hold up their hands. If you can't go over an obstacle you might want to cut through it: there are three different types of Diggers — ones that go straight down, straight across and diagonally down. All the skills are limited though, so be careful to use them wisely.

Once you have a pathway

Lemmings is the epitome of the thoughtful, imaginative programs that people so often claim `aren't made anymore'. Surprisingly enough Psygnosis, the masters of graphical glitz, have proven the falseness of that argument by resisting the temptation to slip in even a single layer of parallax scroll, instead focusing on the brilliantly original gameplay. As with *Loderunner* and *Boulderdash* it's different enough to keep you hooked for ages, yet also instantly and compulsively playable. The tiny lemming sprites have bags of character, with some superb animation, and it's great fun trying to save them — or simply leading them into dramatic catastrophe! The explosive `apocalypse' option is always worth watching. This violent element, combined with the lemming's irresistible cuteness, should ensure the thoughtful and varied action achieves the commercial success it richly deserves.





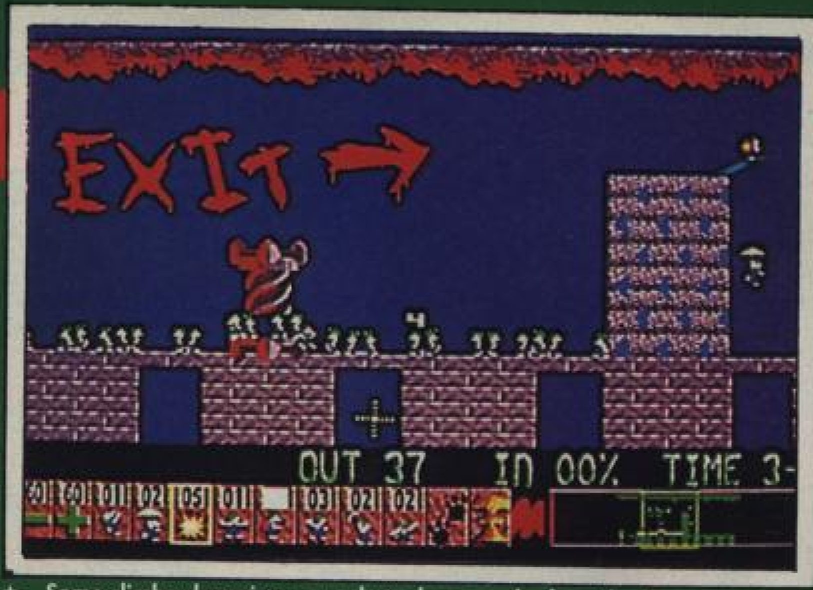
This has to be one of the best original game ideas in a very long time. But it's really two games in one, the one- and two-player games are so different. Playing solo involves much hard thinking to work out a safe route, with each screen a massive puzzle in its own right. Later levels are made even trickier with tighter time limits, higher rescue quotas, and the absence of blockers and other useful abilities. The difficulty of the task is lightened by the sheer hilarity of the action with the brilliantly animated lemmings dying in umpteen humorous ways, while the infinite continue-plays and password system mean you can never get too frustrated. The two-player game plays totally differently, requiring lightning-fast reactions and devious tactics to sabotage your opponent's efforts — it's often a miracle any lemmings survive at all! As long as you don't feel too sentimental about fluffy animals, *Lemmings* should have you in stitches.

★ The mountain on the right is invulnerable to diggers from the left, so a climber has been sent over to dig from the opposite direction.



SIZZLER

mings



★ Some climber lemmings parachute down on the far side of a mountain invulnerable to attack from the left.

cleared you can get rid of those Blockers. Sadly these `brainy' lemmings aren't smart enough to be re-educated so you have to blow them up! Click on them, or any other lemming which has irritated you, and a five-second countdown appears over their head. At zero they shake their heads before exploding, blowing away quite a bit of the scenery too. Occasionally exploding a lemming is vital for clearing away a small obstacle — you have to be cruel to be kind in this game!



★ *Shadow Of The Beast, Menace* and *Awesome* (above) all provide graphics and brilliant sound for their own *Lemmings* levels.

Playing against an experienced *Lemmings* user in two-player mode can get very frustrating for a complete novice. Just trying to keep all those nicely animated pixel-high grandchildren of the *Little Computer People* from wandering around is a nightmare task in itself. Especially when the slightest thing kills the little beggars — that lynch machine is evil! And this is without some swine of another player named Phil blowing holes in the floor and putting my Lemmings through sheer hell! Despite a small grievance over the lack of background graphics I was really hooked. The open-ended nature of tackling each puzzle with the limitless possibilities of using skills and the originality of it all makes *Lemmings* a remarkably addictive puzzle game. With this one you quickly know who your friends are (and enemies when it comes to going up against the Ed).



On each level there's a time limit and a percentage target — fail to rescue the required number of lemmings and it's end game time. You can also quit a level by clicking on apocalypse, which explodes all the lemmings — useful if everyone's got helplessly trapped. When you do die you're given the option of continuing — a password system ensures you never have to play a completed level again.

There are four skill levels to the game (Fun, Tricky, Taxing and Mayhem), each with thirty levels — you can choose to play any at the start. There's also a two-player mode with twenty screens: each player has his own exit but the lemmings are so dumb they'll walk through any exit. At the end of the level the player with the most lemmings wins, and saved lemmings are added to the number released on the next level. The two-player mode has a split-screen and the potential for mixing your lemmings in with your opponent's gives plenty of opportunity for sabotage!

★ The lemmings plan an escape from 'The Prison'.



C64 UPDATE

A C64 version is almost certain.

PRESENTATION 93%
Hilarious intro, password system, competitive two-player mode.

GRAPHICS 70%
Simplistic but effective with a nice variety of backgrounds, including *Shadow Of The Beast* and *Menace* landscapes.

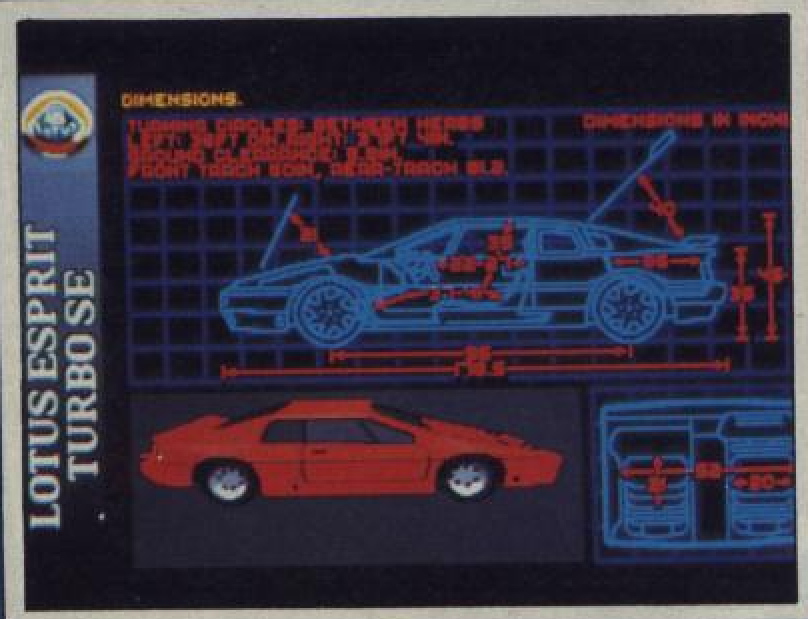
SOUND 80%
20 humorous and enjoyable tunes plus some good spot FX — ie `oh no' when lemmings self-destruct!

HOOKABILITY 95%
Instantly and compulsively playable...

LASTABILITY 94%
...while 140 levels and four skill levels provide a substantial challenge.

OVERALL 94%
Great fun!

lotus esprit tu challen



● Gremlin, C64 £10.99 cassette, £14.99 disk; Amiga £24.99

Gremlin certainly take their Lotus licence seriously. Apart from loads of very swish techy Lotus stuff on the Amiga intro (time to first speeding ticket, etc), they've issued all the competitors with Lotus Esprit Turbo SEs. That way however poor the human players are, an Esprit always wins!

The only way of telling the cars apart is that the competitor cars are red, with a one or two on the bumper to show who's who. If you can't find a friend to fill the second car, the lower half of the screen shows the car in the pits (I thought Lotus's reliability problems had been solved!). In any case the tracks ahead provide plenty of challenge, with rocks in the road, slippery oil spills and water pools to slow you down. Longer races also require refuelling in the pits. The biggest challenge, though, is those crazy

★ The top player's doing well, but both cars are running out of fuel. (Amiga)



This just *has* to be the fastest racer yet! The cars rocket along at exhilarating, arcade-standard speed. It's immense fun to weave through the pack, dodging past the slowcoaches, cursing the fellow driver as his Lotus overtakes you and then laughing as he comes to grief and you roar past. This makes it instantly, compulsively addictive. However there is a negative side: the graphic variety isn't extensive and with only fuel to worry about, strategy is rather limited. Tunnels, weather conditions, worn tyres or at least different colour computer-controlled cars would have helped it dramatically. *Lotus* works brilliantly as a two-player game; on your own it loses quite a lot of its entertainment value. It's technically excellent but in the gameplay stakes doesn't advance the racer idea an awful lot (*Pitstop II* has more depth).

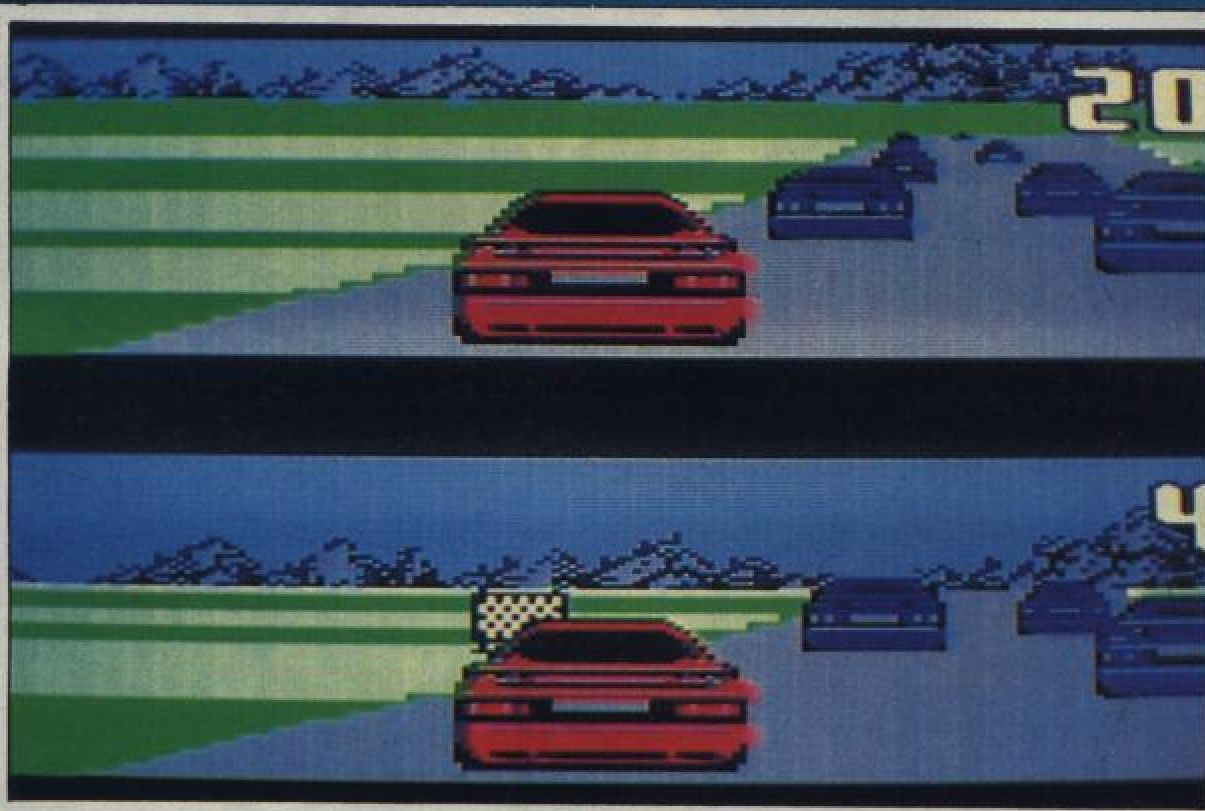
As to differences between the two versions, like Phil I found the C64 game toughest, but both are technically stunning with all twenty cars appearing on screen on the Amiga (twice over, in fact due to the splitscreen), and the C64 managing a respectable five or six cars per screen. Such big, fast-moving cars mean the C64's collision detection isn't always immaculate, but the sheer spectacle more than compensates. Great fun on both machines.



The 3-D in *Lotus* is remarkably fast — especially considering the split-screen effect — and you really feel like you're bombing along at incredible speed. I also like the way the roads undulate realistically — it's an amazing feeling zooming up to the brow of a hill at full throttle, not knowing what hazards might await you on the other side! Both versions are technically impressive, with the more speed and cars than is believable. In fact the C64 version is a little bit too fast — the cars are so big that you don't have much time to react as they zoom in off the horizon.

For both versions the computer cars make things very tricky, homing in on you and requiring you to swerve quickly one way then the other to overtake. Later levels are even more tense with rocks and oil pools littering the road plus the need to stop and refuel. Although playing solo is fun, *Lotus* is really designed as a two-player game. This is where the real excitement lies with each driver pushing the other to the limit, daring each other to take extra risks — especially with quick refuelling! At the same time, however, ensuring at least one of you gets into the top ten adds an intriguing twist to the otherwise highly competitive races.

★ A two-player race has just started: count the incredible number of cars on screen. (C64)



computer cars, 18 of them turboing about with many manically weaving across the road.

There are a total of 32 different worldwide tracks within the three skill levels: seven in easy, ten in medium, and 15 in hard. In every race, points are awarded to the first ten drivers home — these are totalled to determine the World Championship. As long as at least one human player finishes in the top ten, both players can carry on to the next race.

Players have a choice of automatic or manual gears, and two control methods — either pushing forward or holding down fire to accelerate.



★ A nicely drawn Lotus shows player two is either in the pits or not playing. (C64)



C64

PRESENTATION 74%
No intro, otherwise as with Amiga.

GRAPHICS 93%
Amazingly fast with swarms of cars on the road. Not much variety though.

SOUND 84%
Choice of three good tunes or reasonable FX.

HOOKABILITY 92%
Automatic gears make it quite easy to get into, while two-player gameplay is compulsive.

LASTABILITY 87%
32 tracks provide a huge challenge, plus there's manual gears to master.

OVERALL 90%

Fast and fun.

amiga

PRESENTATION 70%
Nice intro, control options, choice of music, practice track, three skill levels, track records (unfortunately not saved to disk). Send away for 'Lotus licence' if you beat game.

GRAPHICS 92%
Beautifully detailed and extremely quick — faster than any other race game, and with two players! Cars are a bit dull, background graphics don't change dramatically but there's some spectacular hills.

SOUND 82%
A choice of four good rock tunes or enhanced FX.

HOOKABILITY 93%
Arcade speed and simple gameplay makes for rapid addiction. Utterly compulsive with some friends to compete with...

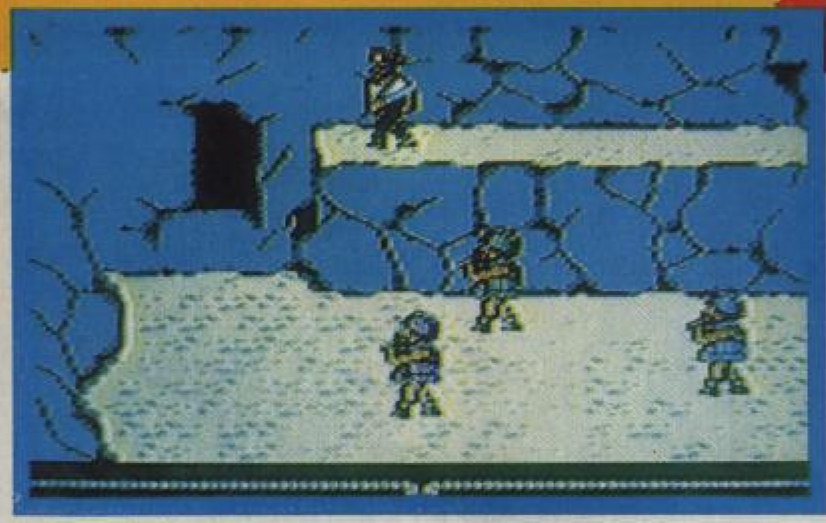
LASTABILITY 83%
...and then there's 32 tracks, three skill levels and the manual gear changing to master. But game structure is simplistic for real long-term play.

OVERALL 90%

A brilliant two-player game.


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THE PREVIEWS



★ Domark's latest Tengen conversion is *Skull And Crossbones*, a pirate-themed two-player slash-'em-up. (C64)

DOMARK

The lucrative Tengen tie-in continues into '91 with four Atari coin-op conversions lined up for staggered release. ***RBI 2*** is a baseball simulator which boasts a comprehensive management feature. All 26 Pro teams are included, each including 24 players with accurate 1989 stats. Rather more jokey is ***Hydra*** which parodies the DHL 'absolutely, positively has to be there' ad line with you as the deliveryman. No clapped out old van for you, though. Nope, a high-speed Hydracraft is the vehicle to use, heavily armed to take on a multitude of terrorists across nine top secret government missions.

Then there's the aquatic thriller ***Thunderjaws*** where cybernetic sharks and mutant mantas are after your blood. But this is no time for cowardice, there's dozens of beautiful maidens to rescue, underwater caverns to explore and volcanic explosions to avoid. Fortunately there's a two-player mode to help even those fearsome odds.

Domark's first new release also has some damsels in distress, plus dozens of treasure chests to 'liberate' and pirate ships to be boarded. ***Skull and Crossbones*** is a hack 'n' slash arcade adventure for one or two players. Like all the Tengen releases it's for all formats and for once we have the C64 screenshots first!

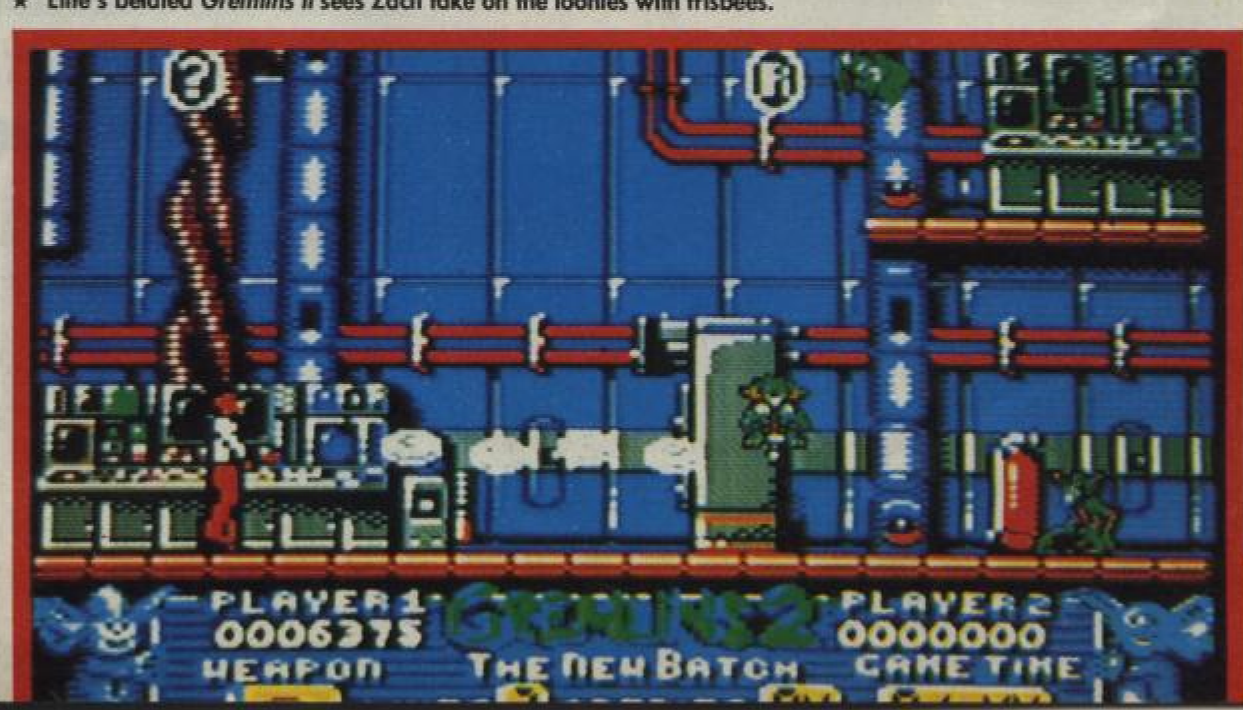
★ Damsels in distress, chests of gold and a dash of rum make *Skull And Crossbones* one to watch for. (C64)



★ *Mighty Bombjack* is Elite's latest development of the original Tecmo coin-op. (C64)

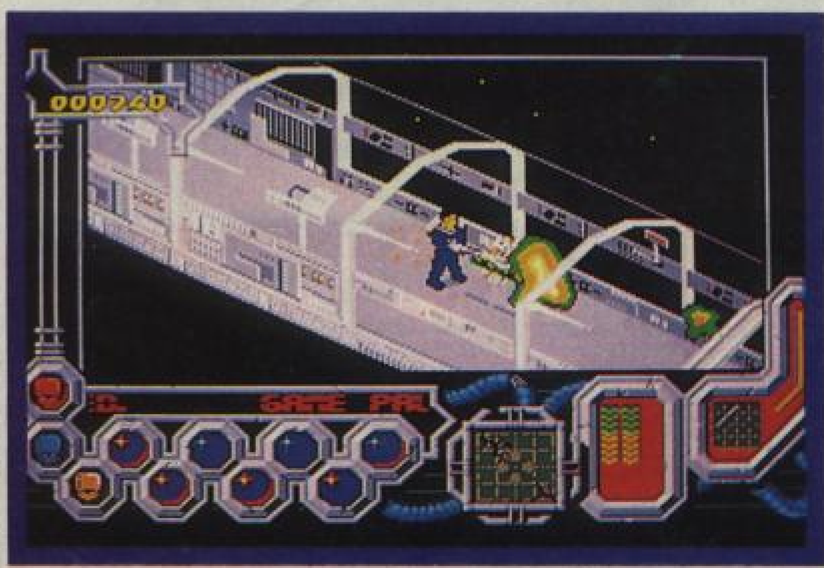


★ Elite's belated *Gremlins II* sees Zach take on the loonies with frisbees.





★ Sensible Software's first 16-bit-only game is an imaginative, time-warped strategy game called *Mega-Lo-Mania*. (Amiga)



★ Audiogenic's *Wreckers* is the latest game from the famous Denton Designs. (Amiga)



★ Millennium's *Moonshine Racers* is a chase game with a hillbilly difference. (Amiga)



★ Silmarils's latest project is a series of text-based adventures with some spectacular pics. One of the games will be scripted by 2000 AD's Alan Grant, while distribution is by Palace. (Amiga only)

IMAGE WORKS

After *Speedball 2*, *Back To The Future III* and *Chaos Strikes Back* you might expect Image Works to have a brief breather but not a bit of it, they've got lots more queuing up to be released. ***Robozone*** is '1991's ultimate shoot-'em-up', set in a future where pollution makes life hell. New York City's police have been replaced by a squad of robots known as the Wolverines, but then some evil robots appear. Known as the Pollutants, they attack NYC in search of precious metals for their furnace. Only one Wolverine survives the initial attack and it's up to him to defeat the Pollutants by destroying the furnace — located at the end of three massive levels. Both C64 and Amiga versions are planned so let's hope they live up to the hype.

Deep in Outer Space an even more bizarre game lurks — ***Mega-lo-Mania*** is weird planet where you and three computer players are battling for supremacy. The game boasts evolution taking you through nine ages, from cavemen to WWI to flying saucers! Evolution can be staggered so cavemen can fly Spitfires against Roman centurions. A fascinating concept and almost inevitably a huge hit since it's being programmed by Sensible Software (*Wizball* and *International 3D Tennis*), with music by the 'world's greatest computer sound technician', Richard Joseph. Sadly at the moment it's a 16-bit-only project.

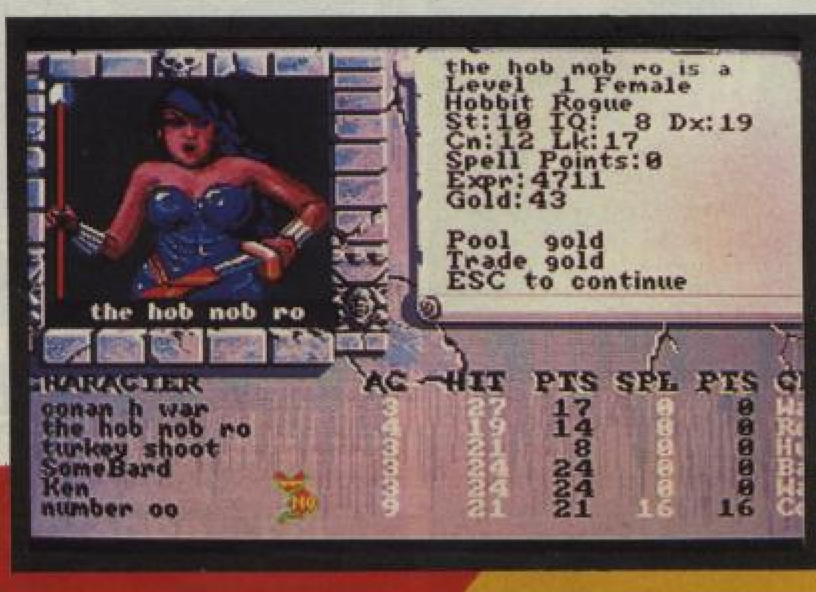
★ NYC's last Wolverine takes on an evil Pollutant in *Robozone*, Imageworks's warring robot epic. (Amiga)



★ Over two years in development, Hewson's superb *Nebulus 2* is finally nearing completion.



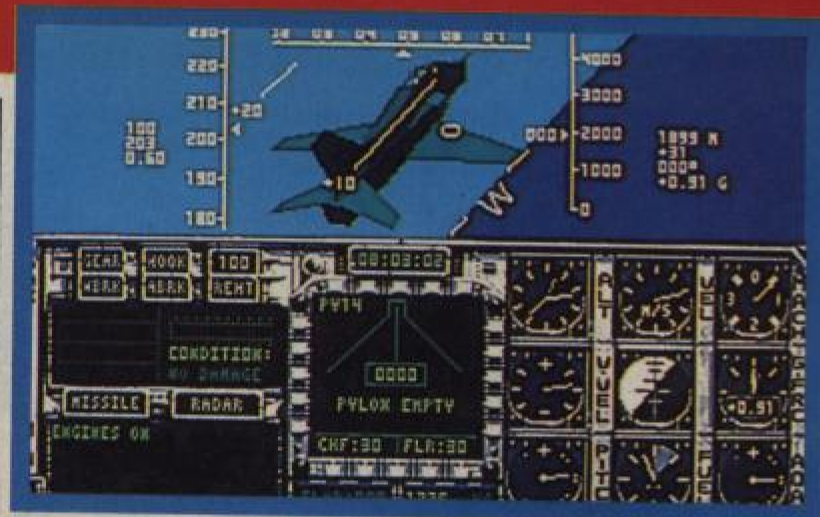
★ EA's belated Amiga conversion of *Bard's Tale III* is finally imminent and there's also talk of work beginning on *IV*, EA writing a program based on an Interplay script.





★ Electronic Arts's *Centurion* is a development of the *Defenders Of The Crown* mix of strategy and arcade sub-games.





★ An exterior view of a BAe Hawk in EA's *Birds Of Prey.* (Amiga only)



★ One of several presentation screens hints at the huge range of missions in *Birds Of Prey.* (Amiga only)

ELECTRONIC ARTS

It's been four years in the making, but Argonaut's ***Hawk*** is finally nearing completion. Originally drawing heavily on the *Starglider II* code, the program soon went through a massive rewrite to become the 'ultimate flight sim' with as much realism as you'd expect of EA. There's now dozens and dozens of aircraft to choose from, everything from a MiG-29 to a Harrier to a B-52 to experimental aircraft, such as the X-15. As a consequence the game has been retitled ***Birds Of Prey***!

To accommodate this massive range of aircraft there's a large variety of missions, including interception, bombing, air-to-air refuelling and test piloting. As you'd expect there's a full range of external views, but what is surprising is the sophistication of the 3-D. The Stealth fighter in particular is an amazing shape, packed with polygons and using full lightsourcing — as the plane moves, shadows move across it appropriately. Likely to be priced around £30 and initially for one megabyte Amigas only, *Birds Of Prey* is expected in late summer.

Before then, EA have the imminent Amiga conversions of ***Ski Or Die*** (C64 version, 61%, Issue 64) and ***Bard's Tale III*** (C64 version, 81%, Issue 42). There's also a 16-bit-only project from an ex-Cinemaware programmer which aims to take the *Defenders Of The Crown* game style into the '90s. Called ***Centurion*** it mixes a substantial strategy game with some arcade elements. Besides hand-to-hand combat to entertain the peasants in the Colosseum there's full-scale battles with each unit individually programmable.



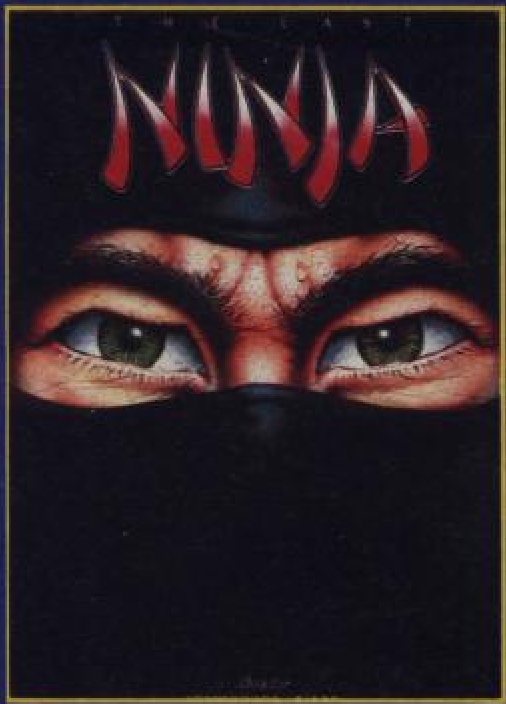
★ Electronic Arts's *Hawk* flight sim has been renamed *Birds Of Prey* due to the dozens of planes involved, including this Hercules transport. (Amiga only)

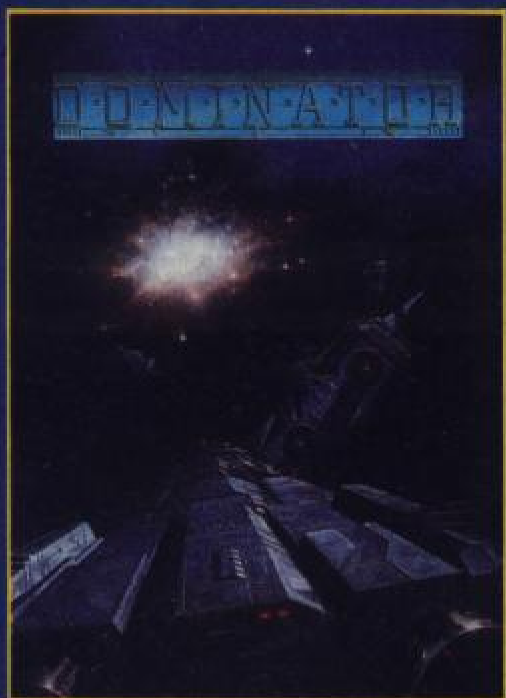
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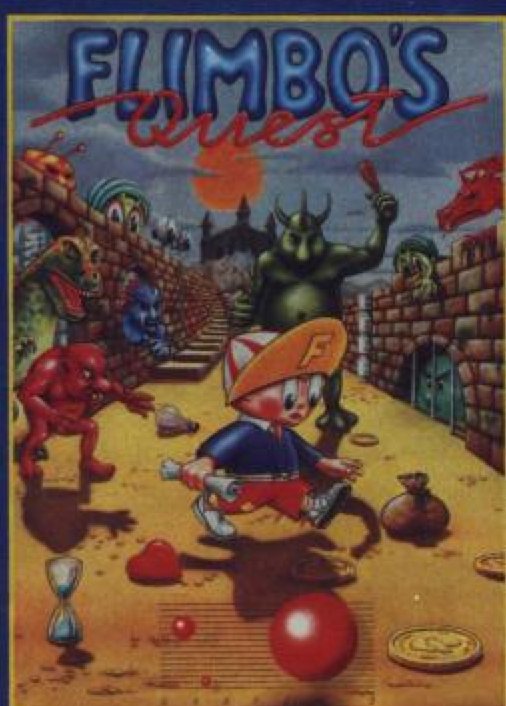
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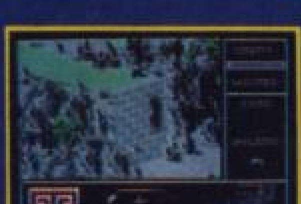
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Ninja C64 screen.



Ninja C64 screen.



Dominator C64 screen.



Flimbo's Quest C64 screen.



Flimbo's Quest C64 screen.



Ninja 2 C64 screen.

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